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ZIFF DAVIS MEDIA

JULY 2002
ISSUE 58

OFFICIAL U.S. PlayStation MAGAZINE

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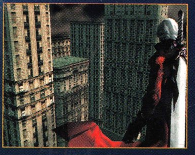

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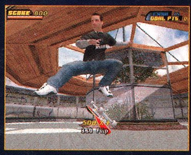
THE REBIRTH OF COOL!



TONY HAWK'S PRO SKATER 4

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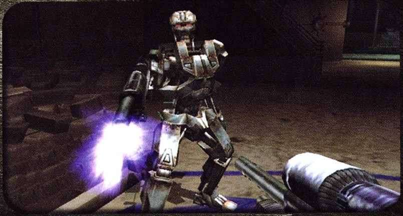

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INTENSE STRATEGY IS THE KEY TO VICTORY AS YOUR TROOPS LAY SIEGE TO ENEMY FORTRESSES AND HELP RESTORE GLORY TO THE KINGDOM OF CAMELOT.

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Sneak Preview @ www.legion.midway.com

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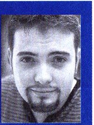
LOTS OF REASONS TO GO ONLINE THIS AUGUST


John Davison
Editor in Chief

We've had more e-mails and comments about the impending launch of the PS2 online service than just about anything. It probably narrowly beats out requests for info on the next *Grand Theft Auto* (and we promise we'll be bringing you lots of info on that very soon), so this month we've gone nuts. We've rounded up every online game that's in development and topped it all off with a couple of big exclusives. First, there's a first proper look at Sony Online Entertainment's new *EverQuest* game and we also have some fantastic new screens and details about *Final Fantasy XI*. Both are huge games but also quite scary propositions at first. Both are going to require a major investment from those of us who choose to take the plunge both in terms of time and money. Chances are you're going to only want to take the plunge on one or the other.

For me, it isn't so much these enormous multiplayer RPGs that has me psyched about playing online, though. The killer-app for me is going to be *SOCOM: U.S. Navy SEALs*. We ran a video about the game on our demo DVD a couple of months ago and it looked spectacular. Now that we've seen it up and running, and working as a 16-player experience, it's definitely something that will help convince people they want in on this whole online thing. I can't wait to get an *OPM* posse together and start kicking some ass against you all in August.

ABOUT OUR CONTRIBUTORS

ZOE FLOWER
She writes, plays video games, makes TV shows, and is the current Wimbledon champ. She produces rock videos, designs Web sites, and throws a 99-mph fastball. That's what she tells us, at least.
www.zoeflower.com

2FACE
Our funky design friends from New York produced the opening image for our feature. Handling wiring that exudes glowing plasma in such vast quantities is clearly dangerous, and we applaud their dedication to their art.
www.2face.com

JOHN SCALZI
Our main man, John Scalzi, has written for places that are in towns that we someday dream of visiting: the *San Diego Tribune, New York City Magazine*, the *Fresno Bee* and the *Chicago Sun Times*. Visit him at home: www.scalzi.com

TIM PONTING
Previously a group publisher in the U.K. (also known as England), Tim decided to take the freelance jump—and we're lucky to have him aboard. When he's not writing for us, he's evading an APB from Interpol for his arrest. www.csports.net

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

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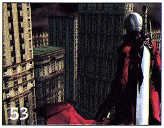

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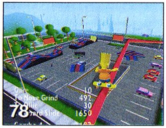

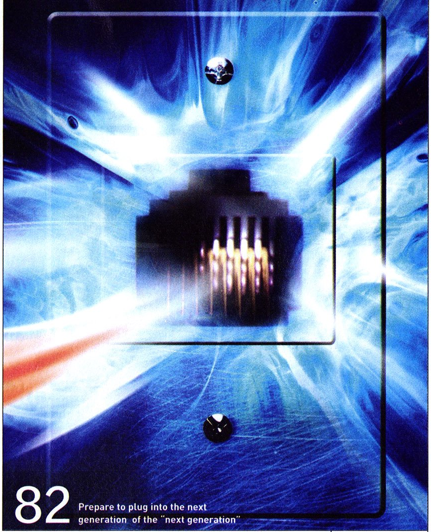

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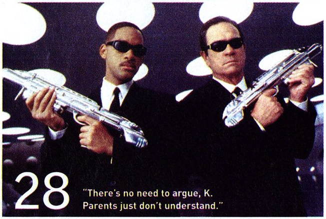

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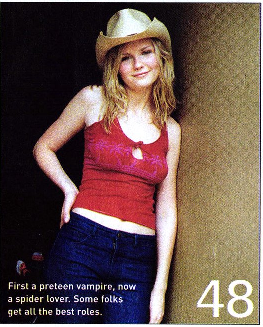

First a preteen vampire, now a spider lover. Some folks get all the best roles.

PlayStation UNDERGROUND

ON THE DISC

PLAYABLES:
Mister Mosquito
Aggressive Inline
Knockout Kings 2002
Tiger Woods PGA Tour 2002
World of Outlaws: Sprint Cars
Star Wars: Jedi Starfighter
Army Men RTS
Fireblade
Sky Gunner

VIDEOS:
The Mark of Kri
Woody Woodpecker
Gravity Games Bike: Street, Dirt, Vert

BEHIND THE SCENES:
Medal of Honor: Frontline
Star Wars: Jedi Starfighter

COOL MOVES:
Drakan: The Ancients' Gates
Jak and Daxter: The Precursor Legacy
Tony Hawk's Pro Skater 3

DOWNLOADS:
State of Emergency
Victorious Boxers
Time Crisis 2

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SCRATCH THAT ITCH

We offer up ways to take your demo disc to the next level, as if *PlayStation Underground* hasn't already.

MISTER MOSQUITO

THE DETAILS:
You've got one level from one of the oddest PS2 games out there. You'll have the chance to suck Rena's blood in a pleasantly non-vampiric way. Get two tanks of blood out of her to win.

HAVE YOU TRIED...
...beating the first level in under two minutes? It's not going to be easy, but if you keep playing, keep mastering the controls and just how much blood you can suck, you should be able to pull it off.
...win a battle in less than 30 seconds? You're going to have to go straight for Rena once the battle starts.
...finding the EX tank? This allows you to fill an extra tank of blood. Can you find it?

AGGRESSIVE INLINE

THE DETAILS:
You can go through the mundane practice to get acquainted with the controls, but the real action starts when you head to the Boardwalk. This level's got some serious juice. And a Ferris wheel.

HAVE YOU TRIED...
...doing a 900? Tony Hawk made it famous, but you shouldn't have a problem landing this.
...alternating your grinds? Once you're in a grind, you can change to another without having to jump. For instance, push Right, Triangle, then push Left, Triangle. It makes for some gnarly grinds.
...grinding the Ferris wheel? The pro inline guys can go virtually anywhere. Can you?

KNOCKOUT KINGS 2002

THE DETAILS:
You're "Sugar Ray" Leonard; he's Oscar De La Hoya. You've got three rounds to do your damage. If you don't get your hands up, you're going to be kissing canvas early and often.

HAVE YOU TRIED...
...mastering the low punch? We're not saying you should press L2 for the low blow, we're just suggesting you move the analog stick slightly so you can bob, weave and punch your opponent in the gut.
...playing as De La Hoya? We know you're trying to beat him, but why not play as him? Pause and go to controller select to switch things up.
...taunting? Press L3 to have a little fun.

STAR WARS: JEDI STARFIGHTER

THE DETAILS:
You get to strike down a scourge of bombs, bombers, missiles and ships. All because of some disturbance in the Force. Space-combat newbies, bring an aspirin—you might get dizzy.

HAVE YOU TRIED...
...letting the bad guys win? It's low on excitement and similarly low on effort. But when you quit trying, people get really upset.
...shooting down your wingman? It's a bad idea when you're trying to pick up the ladies, and it's a similarly bad idea here.
...crashing into the ocean? When you have nothing else to do, give it a try.

WORLD OF OUTLAWS: SPRINT CARS

THE DETAILS:
You're driving a wacky-looking sprint car around a muddy oval. It starts with a qualifier, then moves to a full-blown six-lap race. It's the greatest show on dirt. Or so *EGM*'s Greg Sewart says.

HAVE YOU TRIED...
...maintaining a speed of 60 mph around the entire track? The need for speed is fine, but too much speed around these turns, and you'll wipe out. Try keeping up your speed.
...winning the pole position in qualifiers? You'll need to get in under 16 seconds per lap.
...winning the big race? Six laps, plenty of cars and mud on your windshield. Can you pull it off?

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Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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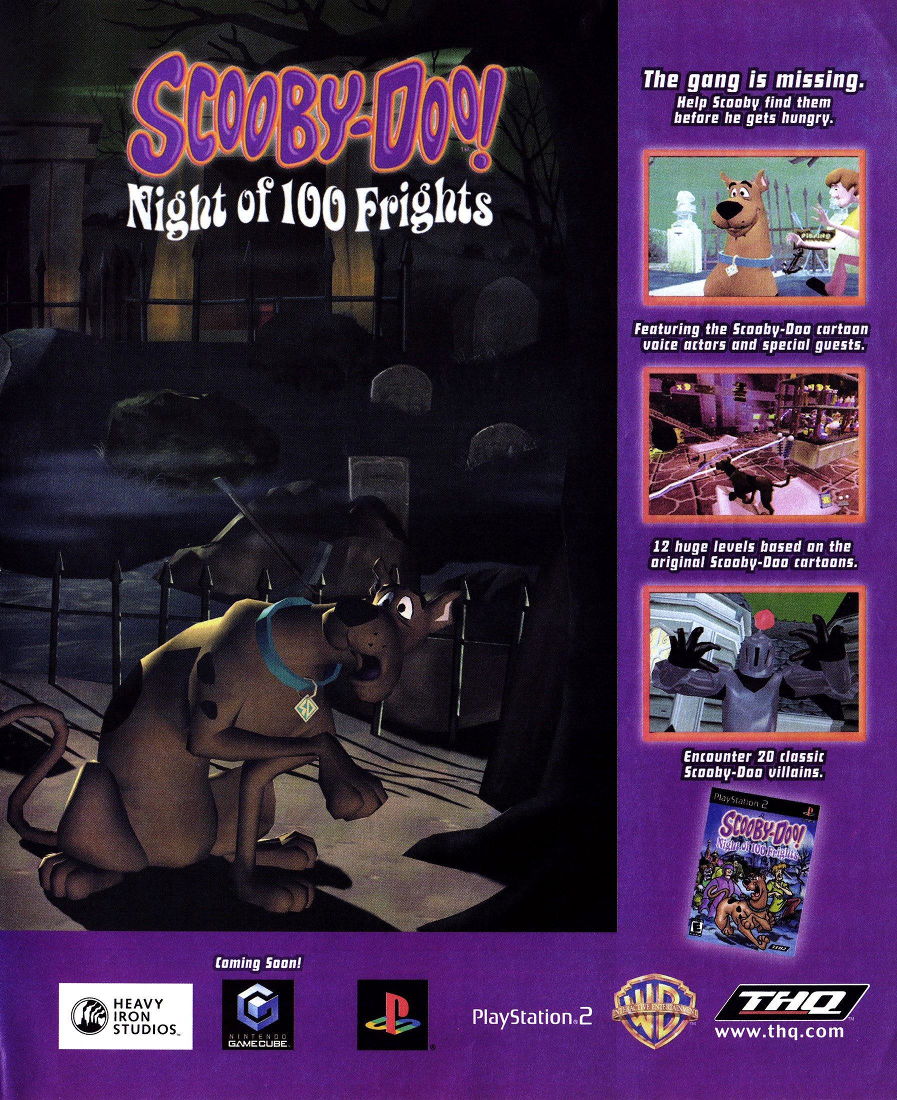

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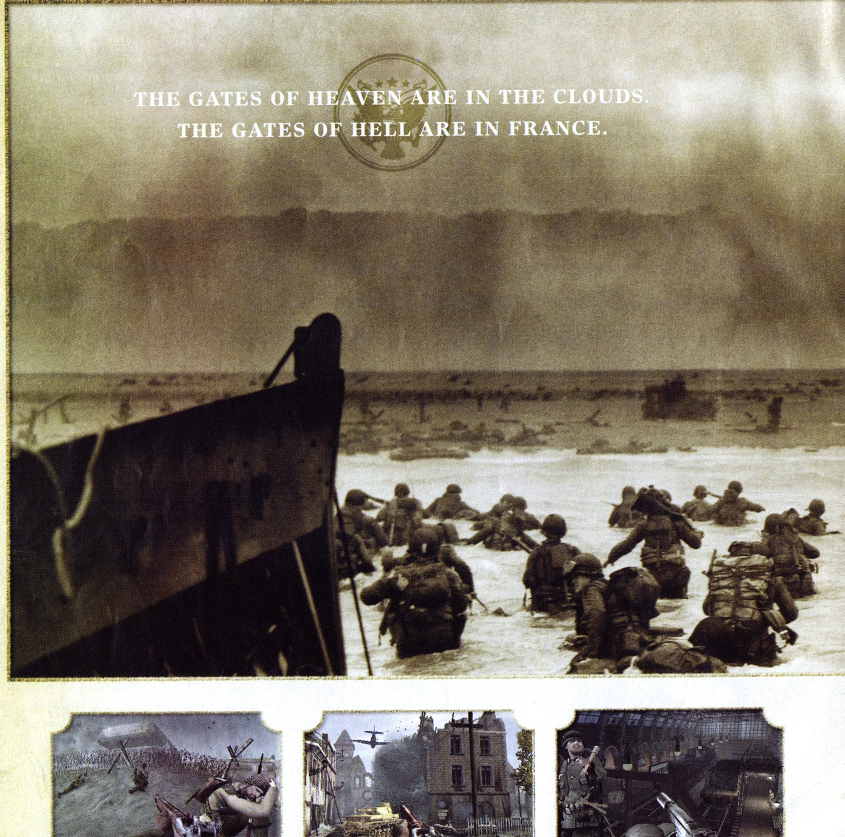
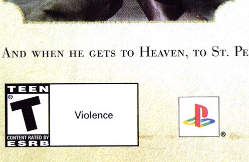
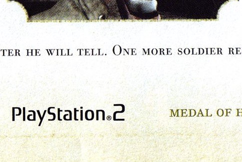
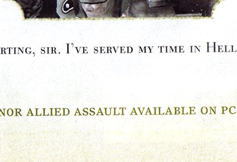

THE GATES OF HEAVEN ARE IN THE CLOUDS.
THE GATES OF HELL ARE IN FRANCE.







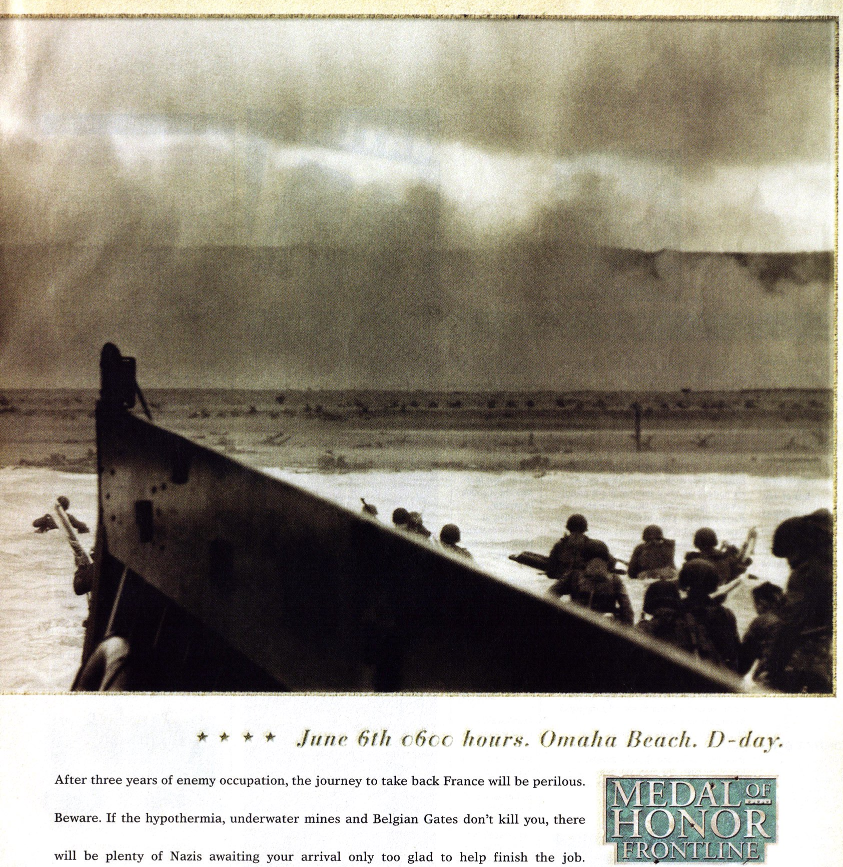
And when he gets to Heaven, to St. Peter he will tell. One more soldier reporting, sir. I've served my time in Hell.

TEEN
T
CONTENT RATED BY ESRB

Violence

PlayStation®2

MEDAL OF HONOR ALLIED ASSAULT AVAILABLE ON PC.



★ ★ ★ ★ *June 6th 0600 hours. Omaha Beach. D-day.*

After three years of enemy occupation, the journey to take back France will be perilous. Beware. If the hypothermia, underwater mines and Belgian Gates don't kill you, there will be plenty of Nazis awaiting your arrival only too glad to help finish the job. Godspeed, soldier. Save yourself. Save France. Then save the world. Enlist at *moh.ea.com*

MEDAL OF HONOR
FRONTLINE

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YOU VOLUNTEER.

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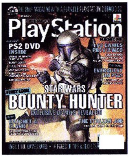

Letter of the Month

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

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How Not To Score With Women: By *OPM*, Apparently

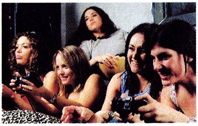
Your "How To Score With Women" article in issue 57 managed to annoy me. But I figure if you're going to do something, you might as well do it right. So here are some more tips:

1) Keep your non-gamer girl away from games like *Onimusha, Devil May Cry* and *Final Fantasy X*. The men in these games are hotter than you'll ever be. You're going to suffer terrible humiliation when she starts comparing you to them in unflattering ways, playing the same scenes over and over just to stare at their glistening bods, and finally telling you it's over between you and her because now that she has the Dante action figure (who has a much bigger sword than you'll ever have, by the way), she has all the man in her life that she needs.

2) Do not let her play racing games like *Gran Turismo 3* and *Need For Speed*. She'll begin wondering why the hell you haul her around in that ugly, beat-up, lime-green junk heap in the garage and not one of those shiny, red Dodge Vipers in the game. This will either end with you single or working three jobs in order to earn the money to fix up said junk heap.

3) Don't suggest playing sugary-sweet games like *Hello Kitty*, or she'll begin to think that you're one of those guys who like other guys. The more you deny it, the more she'll want to set you up with her best guy friend.

Angie
ldykickass@aol.com



And Again

Normally, I love your magazine. But when I got my June issue in the mail today and read the article called "How to score with women," I felt sick. This is the kind of

QUESTION OF THE MOMENT

Last month, we asked if you were eager to play *Everquest* on PS2. Next month, tell us your feelings about online in general. E-mail us at OPM@ziffdavis.com. Mark your notes "ONLINE."

Recipe for *Everquest*: Put on PS2. Give it extras. Play until dead (or until a sequel comes out).

Charlie
Charlie2skool@aol.com

I can't wait. I think the graphics look a bit sh—ty, but that's not what is important. What counts is that it's a compelling world that I can lose myself in for hours, days and weeks, just like on the PC!

"EverQuest Geek"
via the Internet

What would you rather have? A cool PS2 game like *FFXI* or a crappy PC game? I know what I want.

John Kennedy
Bolingbrook, IL

News about the Protect the Children from Video Game Sex and Violence Act of 2002 quietly breaks, and my initial reaction is, "Wow. Another politician out of touch with reality." But the more I think about this, the more I wonder, are the politicians the ones out of touch, or is it the gaming community?

Granted, politicians are notorious for being completely ignorant of the field in which they are working to get a law passed. I don't disagree with that.

So why are we out of touch? It has always been my stand that the game industry is going above and beyond the call of duty. From making a point of a game's rating in TV commercials to displaying that same rating prominently on the box to that ad series educating parents about the ESRB's rating system, there isn't much more the industry can do. My call has always been "Where are the parents?" We, as a community, are out of touch simply because we don't see that almost no one else is taking responsibility. The exception that proves the rule is Wal-Mart and its new policy of not selling games rated "M" to those under 17.

For once, the politicians made a heads-up move. They saw this problem and are working to fix it. If the parents had been more involved, then maybe we wouldn't have this problem. The unfortunate fact is that we don't live in a perfect world. So my plea is this: Those of us whose parents still have an influence on the games we buy, the movies we watch, etc., please show your parents what they're getting you. Get them involved in your hobbies. Please. There's no reason to have Capitol Hill breathing down our necks.

Sean
sonyps2fan@hotmail.com

I'm sure we'll be getting plenty more e-mails like (and opposed to) this one. Fire away!

Gamers are talking about...

OPM's monthly roundup of hot topics, gathered from e-mails, message boards and chat rooms.

- **ICO 2 BEING CANCELLED?** **Sexyhades**, like many of you, is concerned. "I received the unfortunate news that the *Ico* sequel will be scrapped. This is basically due to the fact that there's just no interest in the first one. This is a crime. Only 70,000 people bought this game?! I'm an artist and I can truly say that as far as sheer artistic beauty, this game has no equal. Yes, the game was short, but the puzzles were so intelligent and the characters so loveable. I just don't see why this poor little dude with horns didn't pull on America's heartstrings."

"Only 70,000 people bought it? That's a shame," **oral808** replies. "And yet the *Spec Ops* franchise continues to roll along. The low *Ico* sales reflect poorly on the gaming community as a whole. Along comes a brilliant, creative and original game, and yet people shun it. This was a perfect opportunity to show that we, as gamers, do have taste and can appreciate all types of games. It also would have shown the industry (had more of you bought it) that we love innovative games and gameplay. Instead, we have told the gaming industry that we'd rather be force-fed the same clichéd bullsh!t over and over."

- **EVERQUEST** "*Everquest* is coming to PS2 next spring," enthuses **KimmiSue.** "Yes, I know this is still some time away...but I am interested. The initial appeal of this game [on PC] to me was the other players and chatting with them in this virtual world. Also killing dragons. But the PS2 version is going to have standard phrases preset on the buttons. Which again brings me to the question, how much is this *Everquest* PS2 experience going to cost me? With Internet service, fee to play *EQ*, keyboard, modem—it really adds up. So to those of you who play *EQ* currently, will you give the PS2 version a shot?" **the5element** responds, "Nope I won't play it. I'm too busy wanting *FFXI*. Besides, paying for one online game is enough for me."

"The only MMORPG games I want are *Star Wars Galaxies, World of Warcraft, Planetside* and maybe *Neocron*," **ArsenalGear4079** responds, citing about 10 years' worth of PC online gameplay. "But as for regular online PS2 games: *SOCOM* (but I won't be playing it online anyway as I don't have broadband), *THPS3* and *4*, and *TimeSplitters 2*.

MIDWAY

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TEEN
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CONTENT RATED BY
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Violence

PlayStation®2

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Girls like this don't actually exist. Sorry about that. Our mistake.

garbage that makes guys think that girls will only play a video game if it's got Barbie, Britney or fluffy critters in it. Give me a break! Kristina's "10 Tips" were a complete joke, and I don't know a single girl who's anything like the ones depicted in this article. It makes us sound like a bunch of brainless morons whose ideal game is 30 minutes long (if that) and has the main character running through the mall, collecting kisses while shopping for cute outfits and thinking about her next crash diet.

Don't even get me started on the inane comments where Kristina suggests turning a point system into a contest to earn kisses. What is this? A gaming magazine or *Dating for Dummies* meets *YM*?

My husband won't touch a game with a 10-foot pole. Hmm...maybe I should have him read this article?

Jennifer Roesch
jkolasa@ameritech.net

Maybe you should!

Uplink A Big Hit

Last month's disc was the best yet, but the best part was the hidden mod for *Half-Life* titled "Uplink." I hope this is a sign of the future of the disc.

Byrun Ryon
ranxar@hotmail.com

For those of you who don't know what he's talking about, *Uplink* is hidden in the Cool Moves section of the June DVD (you also need a copy of *Half-Life*). It can be opened by pressing L1+L2+Square when the shark swims past. Follow the prompts to start it up.

GRIFFEN22'S MOST WANTED

1. A *Final Fantasy* online game that won't cost me $400 to play
2. A baseball game that doesn't suck
3. The Olsen Twins to be of age
4. Paul McCartney to give it up
5. *VF4* vs. Britney
6. To beat the last three missions on *GTA3*
7. More superhero video games
8. For September to get here quicker so I can finally play a *Robotech* game in English
9. An RPG that has a hot female as a main character
10. More Spider-Man

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject: MOST WANTED.

Chat With Us at www.playstationmagazine.com!

Wanna chat with us along with other like-minded gamers? Then head over to www.playstationmagazine.com, click on "Talk to the *OPM* Editors Online Now!" and chat it up on the message board. We frequent the board daily, so it's a great place to ask us questions—or to just chew the fat with fellow gamers.

QUICK HITS

OVER THE TOP

Who's the best arm wrestler on the staff? 'Cause I can take any one of you.

Tony
TonyTheTiger000@aol.com

We could all take you, especially Donna and Jennifer.

JUNK PUNCH

I was a bit shocked to read that that young man interpreted a "kick in the pants" to read "a kick to the nads." By my understanding, that phrase can be translated to "a boot to the behind."

Elizabeth
silph@barabbi.org

Guys are sensitive about their junk.

SEX TOY

What is that sexual toy Jango Fett has in his right hand on the cover of issue #57? Is that legit?

Gary W. Tomlinson
gary@tomlinsonnet.org

JUNK POINT

In *VF4* when you win a match with Lau, why does he point his thumb into his crotch?

Althalus
Althalus94@aol.com

ASK US ANYTHING AND WE'LL DO OUR BEST TO ANSWER

If you've got questions, we've got answers. See something in a game and are curious about it? Send us an e-mail and ask whatever you like. Send your questions to OPM@ziffdavis.com and use the subject line ASK US ANYTHING.

SNEAK SUIT FOR REAL?

Q: Snake has some kind of stealth armor at the beginning of *MGS2*, plus his sneak suit lets him heal minor wounds. With so much of the tech in the game being founded in reality (except the obvious stuff), is this something that our soldiers already have? Or are they about to get it?
ejaypierre@aol.com

A: The U.S. Army just paid a $50 million grant to MIT to develop new technology for soldiers that could be in service at some point in the future. Word has it that the super-lightweight piece, designed to shave 100 pounds from a soldier's load, is a pressurized "body glove" that will provide support to aching muscles, assist blood flow and in extreme cases, apply pressure or even harden around wounds. There is also talk of stealth technology that uses light-reactive dyes to allow a chameleon-like camouflage. While not "stealth armor" like Snake's, it is a step up from a printed camo.

> **"There is also talk of stealth technology that uses light-reactive dyes to allow chameleon-like camouflage."**

SHOULD I TURN IT OFF?

Q: I've heard conflicting stories about turning off the PS2. Some tell me I should switch it off using the power button on the back, while others state you should only ever put it "to sleep." What's the best thing for me to do? Is there a right or a wrong thing to do?
Tim McGraw
via the Internet

A: If you use your PS2 a lot (like every day), it's actually probably best just to put it to sleep. Consumer-electronics items tend to not like spikes of power on a frequent basis, so if you're a heavy user, be kind and let it sleep. If you only use your PS2 every now and then, though, it's probably best to switch it off with the button on the back. Although the sleep mode only draws a tiny amount of power, it is sucking a little from the grid. Californians should all probably do this as a matter of course.

IS JACK BLACK AN AVID PS2 GAMER?

Q: I was watching *Saving Silverman* a few days ago, and I noticed that in the scene where he's reading and Steve Zahn goes to talk to him, Jack Black's character is reading a game manual for a PlayStation game! I think it's *NHL* or something. Do you know if he's an avid PS2 gamer?
liquideagle
via OPM message board

A: We have it on good authority that Jack Black is an avid video gamer, but he was heard at a recent *Tenacious D* gig discussing how hard it is to play *Halo* on the Xbox while on his tour bus.

PLANE WITH NO WINGS

Q: In *GTA3* the plane you can jump in doesn't have any wings, but with a little persuasion, you can actually get the thing to fly for a short distance. Is this even possible?
James Broady
Springfield, VA

A: High speeds generate lift, but without something to sustain this lift (like a handy pair of wings), the most that could feasibly happen would be the plane would bounce around, or if going really fast, flip over.

ON A STEAL HORSE I RIDE

Q: Wanted: *Dead or Alive 3*. Is it coming to PS2, or is it really an Xbox-exclusive?
Ricardo Sambora
Atlantic City, NJ

A: It's Xbox-only. It's also not that great.

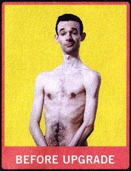
Official Contest and Sweepstakes Rules

OPM CAPTION CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original caption for the designated screen shot via e-mail or on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH Official Contest Rules:
1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the OPM offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

"I WAS A 99 LB. BARBARIAN"

- Gothar of Gundria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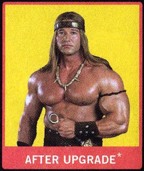
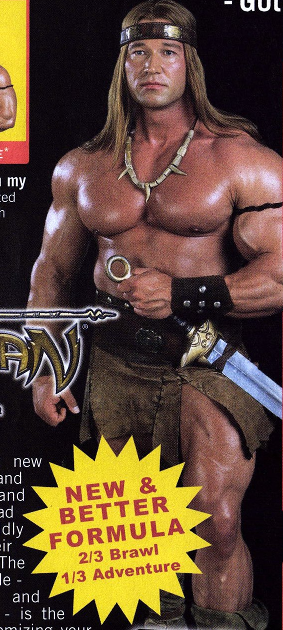

AFTER UPGRADE*

"I used to get molten lava kicked in my face. I was a little girly man, better suited to playing with sissy baby dolls than with battle axes. But then I mastered the **UPGRADE FEATURE in BARBARIAN**. Now nobody messes with me...
NOBODY!!!"



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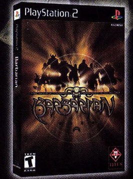
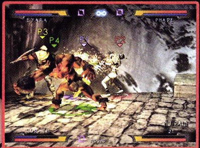
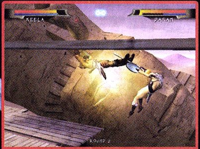


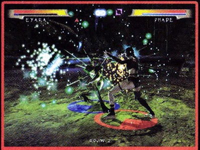
www.barbarian-game.com



"The 4-player mode is wicked. Now if I could just find 4 opponents I haven't already killed I would show you BARBARIAN's 8 character on-screen mayhem."



"Here I am getting Medieval on Keela. My weapon of choice is usually a tree, or a pillar, or my opponent... but you know me, everytime I can grab onto something and show off..."



"I had no social life before, but now, with BARBARIAN's SAVE AND RUN formula, I can take my muscles with me to a friend's... and work that disco magic, if you know what I mean..."

YOU'LL NEED A MAGNIFYING GLASS TO READ THIS

* Your actual results may vary, Mr. Saggy Breasts.

TEEN
T
CONTENT RATED BY ESRB
Suggestive Themes
Violence

XBOX

NINTENDO GAMECUBE

Developed By
SAFFIRE

TITUS

PlayStation®2

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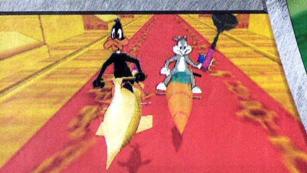
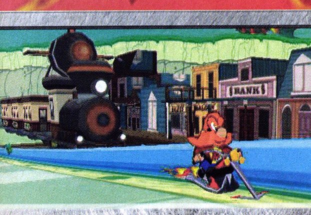
SPACE RACE™

Take off in rocket-powered space racers as one of 9 classic *Looney Tunes* characters in a crazy, no-holds-barred, winner-takes-all contest that spans the galaxy! Filled with over 15 hysterical gags, all-new tricks, tracks and fantastic rocket-racer upgrades, this is the race to beat all races.





PlayStation 2

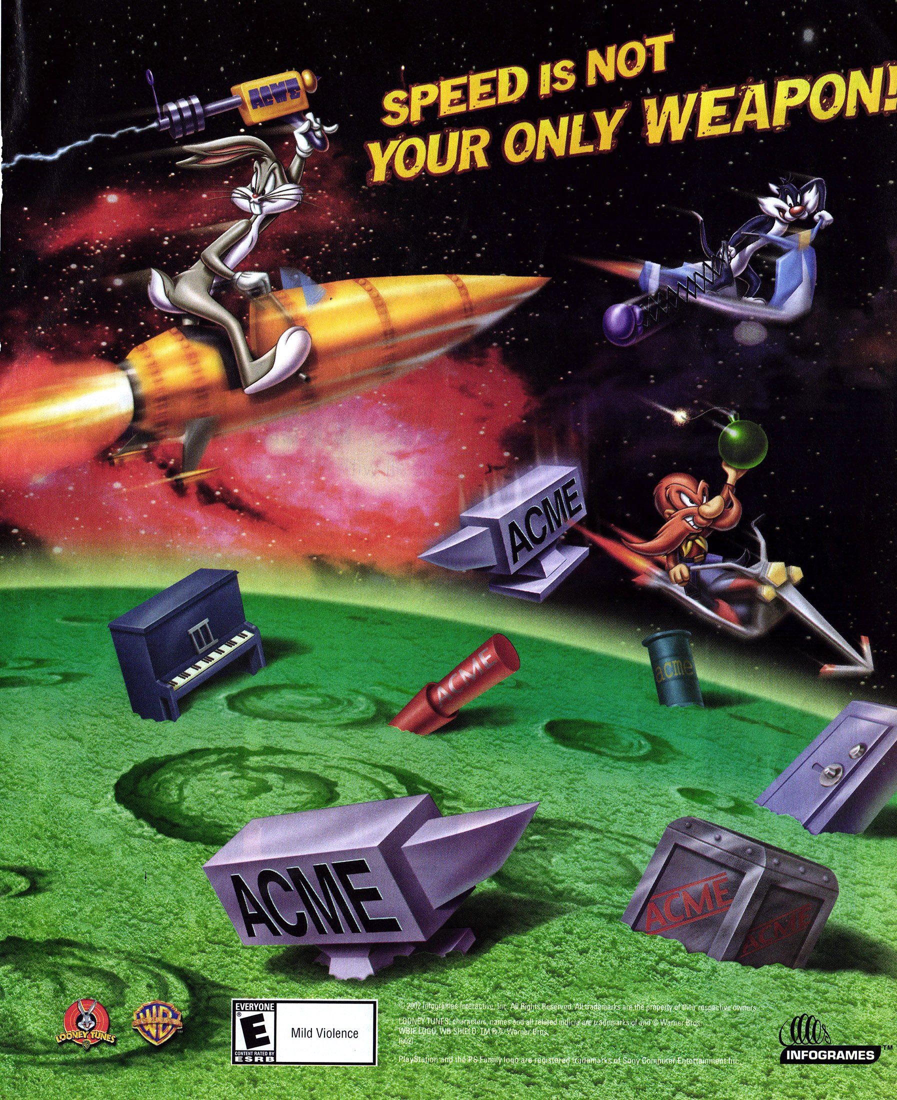

SPEED IS NOT
YOUR ONLY WEAPON!
ACME
ACME
ACME
acme
ACME
ACME
ACME
EVERYONE
E
CONTENT RATED BY
ESRB
Mild Violence
LOONEY TUNES
INFOGRAMES

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photo courtesy of New Line Productions, Inc.

LORDS OF THE RINGS

EA and Universal confuse us all with movie and book-based games

We'll soon be absolutely inundated with ways to enjoy the *Lord of the Rings* in our living rooms. If you've been unclear on what exactly is going on with all the licensing nonsense, join the club. On one hand, we have *The Two Towers*, which is the first of numerous upcoming offerings from Electronic Arts. On the other, you have *The Fellowship of the Ring* from Universal Interactive, which was announced at E3 in May. So what's the difference? Are they really just movie tie-ins? No. It's actually a lot more complicated than that.

THE FELLOWSHIP OF THE RING

We'll take this one first, just because it's named after the first book. *The Fellowship of the Ring* is a single-player action-adventure game featuring Frodo, Gandalf and Aragorn. It's based on the first part of Tolkien's opus and, despite the movie also being based on the novel, this is the "game of the book," not the "game of the movie." Got that? Some would describe it as being like an RPG, but from what we've seen so far, it's actually not quite that heavy. There's a lot of emphasis on combat and there are 28 different types of bad guys for you to fight with. Tokienites may or may not be able to justify that many different creatures, but with an onslaught that diverse, there's a good chance you're going to be using The One Ring quite extensively in order to completely contradict the moral core of the story. Sticking the thing on your finger unleashes skills like "Stealth," "Distraction" and "Magic," which is no doubt very useful.

The game is due out at the end of this year. From what we can tell, that will put it on shelves at almost exactly the same time as EA's game, which benefits from being named after the next movie, also due at that time.

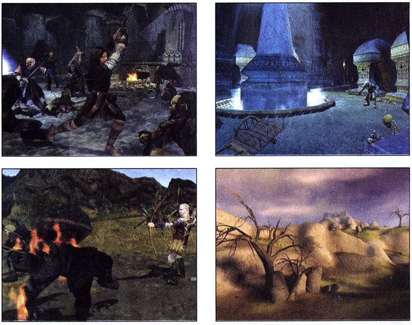
THE TWO TOWERS

As if it weren't confusing enough that two different game series are based on the same core franchise, EA's release compounds things further. How? Well, it's called *The Two Towers*, but it's actually more than that. Huh? Its more action-heavy gameplay gives it the look and feel of a cross between *Dynasty Warriors* and *Golden Axe*. As such, it plucks all the best fights from *Fellowship* and mixes them up with even more bloody punch-ups from *Two Towers* to create a smorgasbord of Middle-earth mayhem. Throw in some extremely cool visuals generated with the full cooperation of the movie production, and you have a kind of refresher course for all the big set-pieces in the first two books/movies. Peter Jackson has even been checking in on the project from time to time, and the "real" actors will be providing the voice work, too.

RETURN OF THE KING

So what's next? We know already that the teams at EA are working on a follow-up game that is, thankfully for the sake of our sanity, named after the third book (and movie), but as yet it's unclear whether or not it will be another action game. Universal is very quiet as to its plans, although it would be safe to assume that it will be following *Fellowship* with two more games that are appropriately titled.

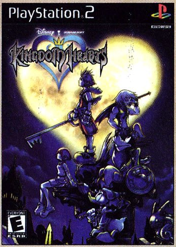
Let's get a show of hands here. Who thinks this situation is all a bit ridiculous?



The mayhem-filled screens on the left are from Electronic Arts' action game *The Two Towers*, while the idyllic scenes on the right come from Universal's action-adventure *The Fellowship of the Ring*.

I HEAR FAMOUS PEOPLE

An all-star cast for Square's *Kingdom Hearts*

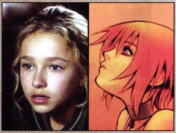


As if Donald, Goofy and just about every Disney character imaginable wasn't enough. As if the countless Final Fantasy cameos didn't further brighten the star power. As if Tetsuya Nomura (*Final Fantasy VII, VIII, X*) and his team of talented Square developers weren't proof of this game's potential. Now Square is further boosting the kilowatts with the addition of several major actors who will be handling the voice work for *Kingdom Hearts*.

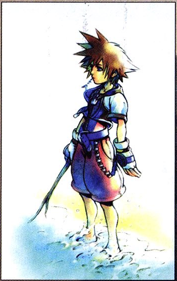
Leading the cast is none other than Haley Joel Osment (*The Sixth Sense, A.I. Artificial Intelligence*), who'll take on the role of lead character Sora. Also joining the lineup are David Gallagher (*Seventh Heaven*) as Riku and Hayden Panettiere (*Ally McBeal, Remember the Titans*) as Kairi. And that's not all. Three other actors have been named, although their roles have yet to be announced: Sean Astin (*The Lord of the Rings*), David Boreanaz (*Angel, Valentine*) and Christy Romano (*Even Stevens, Kim Possible*).

And here's some extra-special news for *OPM* readers: Not only will we feature a gorgeous *Kingdom Hearts* video trailer on next month's demo disc, but we'll have an actual playable demo of the game in our October issue, just so you can see for yourself why we're so absolutely psyched for this odd yet incredibly fun Disney/Square action/RPG!

David Gallagher voices Riku



Hayden Panettiere plays Kairi



Haley Joel Osment stars as Sora

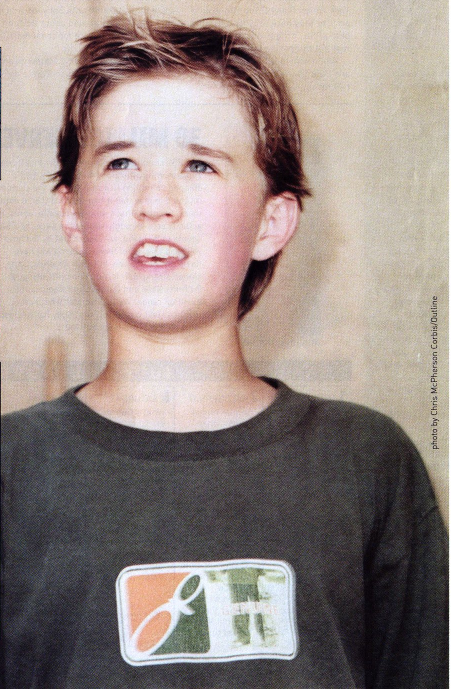


photo by Chris McPherson Corbis/Outline

THUG LIFE

IS *TRUE CRIME* THE *GTA3*-BEATER?

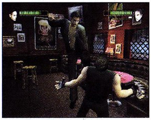
Don't roll your eyes when we say this, but Activision's *True Crime: Streets of L.A.* might have what it takes to join *Grand Theft Auto III* as one of the PS2's finest.

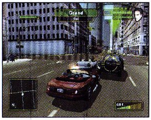
One feature that distinguishes *True Crime* from the game it will surely be compared with: It boasts a real-world setting. Detective Nick Kang has a bone to pick with the L.A. underworld, and you'll lead him through 20 branching missions and more than 100 sub-missions. The different missions lead you on varied paths through the game's story. Stopping a robbery could tip you off to later wrongdoings, but if you muff a bust, you could get a precious informant killed. Random missions might also come crackling over your car radio. There should be plenty to do since you're tackling crime in a 400-square-mile metropolis.

The freedom of *GTA3* will be even greater here. Luxoflux, the team responsible for the *Vigilante 8* series, has made it so you can scour the city for crime tips from local gun merchants or even a doughnut-shop owner.

You can drive, you can shoot, but there's also an emphasis on hand-to-hand combat. Plus, you can improve your skills in any category by going to one of L.A.'s dojos or gun ranges.

There's no telling how groundbreaking *True Crime* will be yet. But we're ready to dive in.





Nyko Air
Intense matches of *Virtua Fighter 4* getting your hands all sweaty? Check out Nyko's AirFlow controller. With its built-in fan, the AirFlow will keep you cool when it comes out this summer.

ZOE'S WORLD

BORN ON THE 24TH OF JULY

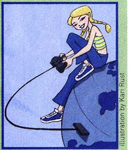


Illustration by Kari Rust

It's summertime in the city and, whether it's the long hours of sunshine, driving with the top down (not *my* top down), the bustling lines of Star Wars fans cramming for sneak-preview tickets, or patio barbeques with sangria and samba music, it's simply my favorite time of year. Unfortunately, summer also means that the usual torrential tributaries of the video-game world slow to a meager trickle. While still a babbling brook in spring, the gaming shelves hit full-scale drought come July.

Naturally, many of you may not notice this to the same degree as I have for years on end. Being a Leo, however, July tends to include some receipt of birthday gifts on my part, and with so many well-meaning friends understanding my passion for pixels...well, a video game seems like the perfect gift! I try to look enthused when unwrapping my third copy of a Major League Baseball-inspired game, but I'm just thinking about how nice it will be to have a matching set of table coasters—shiny CDs scattered about to hold those extra-large margaritas!

So now you think I'm ungrateful with my friends (which is not true, because one of the best birthdays ever was the time they all chipped in and bought me a PlayStation with *Tekken*, and we spent the entire night fighting in a round-robin and drinking Coronas whenever I lost). You might also think I'm an alcoholic who abhors baseball. But the point is that summer traditionally slumps when it comes to games. Yes, thanks industry pundits. I know the kids are all frolicking in the meadows and skateboarding and playing Frisbee and taking sunset strolls and sharing gelato flavors with their latest crush. And when they do step into the shade, it's for two or three hours of larger-than-life action in the latest popcorn-infused blockbuster. Heaven forbid releasing your hit title before the school semester rolls in and the BMX goes back in the garage.

But what about all of us "adults" who have been working 8–12 hours a day, rain or shine, looking for some relaxing downtime in front of our PS2s? Did you forget that the video-game kids grew up in the '80s and '90s and want to play games as much in July as they do on Christmas morning? Don't think flaunting screenshots and secret video screenings at E3 every spring is enough to keep us satiated through to September. Maybe we're all heading to *Episode II* and *Scooby-Doo* and *Spider-Man* because there's nobody in console land to keep us company (*Spider-Man* is just a must-see, regardless of what games are out). Perhaps this summer will be different come July 24. And even if the game selection is sadly stark, I can always hope for three copies of *Wipeout Fusion* that I can covet and sell on eBay.

Zoe Flower is a multimedia superstar. Check out her Web site, www.zoeflower.com

PlayStation Price Drops!

SONY REVEALS NEW PRICE POINTS FOR PSONE AND PS2

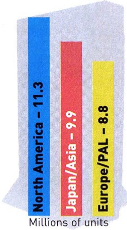
Now gamers can enjoy playing the PSone classics on the go for a mere $149.

While most industry insiders believed that both Microsoft and Sony would drop the prices of their consoles at the Electronic Entertainment Expo in late May, the common wisdom was that Microsoft would move first, with Sony following. Instead, Sony grabbed (and arguably held) the spotlight first by announcing its price changes a full week before the big E3 show.

In case you haven't visited your local games store lately and seen for yourself, here's the scoop: Sony drastically dropped the price of the PS2 to $199 (down from $299) and the price of the PSone to $49 (down from $99). What's more, you can now pick up the PSone and LCD bundle package for just $149. Both systems are expected to sell exceedingly well at these new price points, especially the PS2. Sony's move "more than doubles the audience that can afford a PlayStation 2," Richard Doherty of The Envisioneering Group, a Seaford, N.Y., technology-assessment firm, told the *New York Times*. Sales of the PSone didn't start to really take off until Sony lowered its price to $199 back in 1996, which has game makers quite excited about the future of the PS2. "I think most research shows $199 is the right price for consumers to really start opening their wallets," says Brian Farrell, CEO of THQ.

Along with the console price drops, Sony also revealed that PS2 Memory Cards and Dual Shock 2 controllers will be cheaper too: down from $34 to $24—a definite money-saver for most gamers.

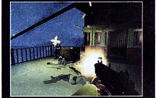
30 MILLION SERVED



The PS2 continues to sell like crazy. Just three short months after Sony announced it had shipped 26 million units worldwide, the company revealed in May that it had reached the 30 million mark. Granted, that's units *shipped* to stores, not actually sold-through—but at the pace the PS2 seems to be going, we expect that by the time you read this, all of those systems will have flown off the shelves. In North America, Sony stands strong with 11.3 million units shipped. Both the Xbox and GameCube remain in the 2 million range. We just wonder what sort of madness will ensue now that Sony has decided to lower the PS2's price to $200....

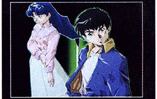
DATA STREAM

007 in NightFire



Previously dubbed *Phoenix Rising*, the next James Bond game is now officially titled *NightFire* and will hit in late 2002. Above is a first screen.

Back in the Zone



Konami has announced its *Zone of the Enders* sequel, *ZOE 2: The 2nd Runner* for next year. Good news: It'll be longer.

PS1 Collections

COLLECTORS' EDITION
SPYRO
PlayStation

Sony has released collectors' edition sets for *Spyro the Dragon* and *Crash Bandicoot*. Containing three games each, the sets retail for $39.99.

JULY CALENDAR

1 MONDAY • *Lord of the Rings* beauty **Liv Tyler** (25) shares a b-day with Kelly Slater's ex-girl **Pam Anderson** (35).	**3** WEDNESDAY • Sequel mania begins when **Men in Black 2** storms theaters. • Megastar **Tom Cruise** turns 40.	**6** SATURDAY • What's **George W.** doing for his 56th b-day? We reckon he'll head over to see **Rob Zombie** and **Ozzy Osbourne** at **Ozzfest 2002** in Bristow, VA.	**9** TUESDAY • **Oasis** drops further from the musical mountain with *Heathen Chemistry*, while **Tom Hanks** keeps rising at the age of 46.	**12** FRIDAY • **Tom Hanks** returns to the silver screen in **Road to Perdition**. 	**16** TUESDAY • **Mark of Kri** releases along with **Jimmy Neutron**. • **Dave Matthews Band** and the **Austin Powers** soundtrack both release.
17 WEDNESDAY • **Alicia Keys**, megastar in the make, kicks off her hot summer tour. 	**18** THURSDAY • **OutKast**, **Lauryn Hill** and the **The Roots** kick it old school at the **Smokin' Grooves** tour opener the very day that **Vin Diesel** turns 35.	**23** TUESDAY • **Monica** returns with her new album *TBD*. 	**26** FRIDAY • Yeah, baby! July's sequel mania concludes when **Mike Meyers** returns in the new **Austin Powers**. **Kevin Spacey** turns 43.	**28** SUNDAY • You want star power? Head over to **Moby**'s **Area2** tour, which features musical legend **David Bowie** and fly artist **Busta Rhymes**.	**30** TUESDAY • Dorm life as you know it changes forever when EA Sports' **NCAA 2003** lands on campus, while the yuppies can play **Sega Sports Tennis**.

All dates are correct as of press time. So, please don't write us if *Mark Of Kri* doesn't come out exactly on the 16th.

DAVID BECKHAM

Player Card

7

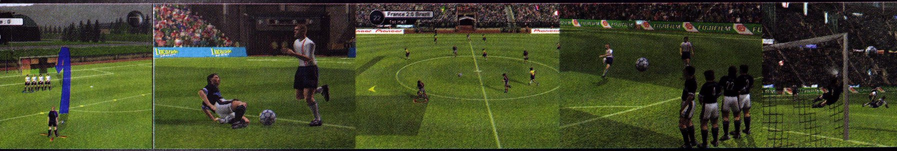
Position	Midfield
Height	5'11"
Weight	147lbs.
Born	2/7/75

- Kicks a soccer ball 98-Mph.
- Runs nearly 9 miles a game.
- Has multiple MVP and Player of the Year awards.
- Captain - Team England.
- Helped create a game worthy of his name.

Helped create a game worthy of his name.

DAVID BECKHAM SOCCER

www.davidbeckhamsoccer.com



Developed in England under superstar David Beckham's watchful eye, prepare yourself for the most complete soccer game ever created. Over 200 international and club teams compete for glory through multiple tournament and training modes, while spot-on commentary and advanced A.I. assure authenticity. Are you ready to step into his world?

EVERYONE E CONTENT RATED BY ESRB

GAME BOY COLOR

GAME BOY ADVANCE

XBOX

PlayStation

Rage

www.rage.com

MAJESCO

www.majescogames.com

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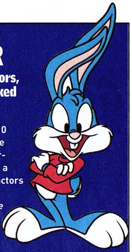


REUNION TOUR

For the *Tiny Toons* voice actors, Conspiracy's new game marked their 12-year reunion

Normally, reunions are held after 10 years, but for the actors who did the voices on the classic *Tiny Toons* cartoons, they had to wait 12. It wasn't a new show or movie that got these actors together again, either—it was *Tiny Toons Adventures: Defenders of the Looniverse*, a new PS2 game from Conspiracy. But to actually hear Babs, Montana Max and Buster Bunny (a.k.a. Tress MacNeille, Danny Cooksey and Charlie Adler, respectively), it was worth the wait.

OPM: After 12 years, was it hard getting these voices back?

Tress MacNeille (voice of Barbara Ann "Babs" Bunny): No, they're just etched into our minds.

Danny Cooksey (Montana Max): Though I actually didn't know what was going to come out of my mouth until I got here. But it ended up working out. Then again, I just scream everything.

Charlie Adler (Buster Bunny): You know, it's funny, when we were sitting in the lobby, it was like only a day had gone by. Of course, none of us can move the same way.

OPM: Did they have to convince you guys to do this?

Danny: Not at all. It was fun to come back and do it all again.

Tress: We were all looking forward to working together again.

OPM: Charlie and Tress, you've both done voices in video games before. Did it make a difference that you had previously done the character in a cartoon?

Charlie: No, it wasn't different at all. There just wasn't as much freedom. We improvised like mad when we did the series and really fed off each other, and this was a little more rigid, but it felt very similar.

OPM: Is doing the voice for a game different than doing it for a cartoon?

Tress: With video games, you used to have to be very articulate and clear about what you said, but now you can be a bit more relaxed about it.

Danny: It didn't seem any different for me. I play video games, so I understood why doing this is so choppy.

OPM: Do you pay a lot of attention to the voice acting when you play?

Danny: I guess, to a degree. Like I'm looking forward to playing ***Grand Theft Auto III***, which has a lot of good actors doing the voices.

OPM: Do you ever use your skills for other things, like crank calls or bypassing voice-activated security systems?

Tress: I'm far too mature to make a crank phone call, but there are ways that you can, say, thinly veil a crack by using a character voice. Instead of saying, "Shut up," you can say [in the voice of Agnes Skinner from *The Simpsons*], "Why don't you shut your pie hole!"

OPM: We have to ask—when your character has had to yell "Plucky Duck," have you ever, y'know, plucked up?

Charlie: On purpose! You're dangling bait in front of truants. We're brats in that room. Everything's fair game. We just go off.

—Paul Semel

FULL CONTACT

Sega and EA draft media moguls into their football war

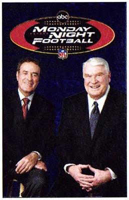
ESPN 2K3

Since the PS2's birth, ESPN has been poorly represented, no thanks to its degradingly lackluster marriage to Konami's sports division. But all that's going to change. Now ESPN is pairing with Sega Sports to be a part of *every* one of their sports games, starting with *NCAA College Football 2K3* and *NFL 2K3*.

"The authentic ESPN broadcast style is being added to our games so we can further increase the TV realism people have come to expect from our sports franchises," says Tom Nichols, Sega of America's group director of sports marketing.

As for the ESPN personalities, expect those to be littered into the games. But it'll be a slow progression. For now, Sega's happy with its announcing situation, favoring unknown actors over star sportscasters. You can expect Chris Berman introductions for *NFL 2K3* and ESPN Bottom Line-style overlays to keep up with other games around the league. The real focus of the ESPN/Sega Sports partnership is on making the game feel like TV, something the *2K* series has had success with.

"Since sports gamers want to play their sports games the same way they watch them," says Nichols, "Sega Sports was looking for a media partner who truly understood sports broadcast presentation and the sports consumer—and who better fits that criteria than ESPN?"



Dream Team

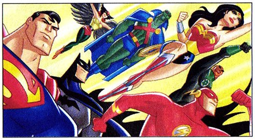
If you had to name today's most famous sports announcers, you'd likely come up with the folks who man the EA Sports booth for *Madden 2003*. Al Michaels, the voice of *Monday Night Football* since 1986, will be accompanied by John Madden not only in the *MNF* booth this coming season but in Madden's video-game booth as well.

"I have two young nephews who have been playing this game for a number of years and the fact that I will be announcing the real Super Bowl for the fifth time this year means absolutely nothing to them," says Michaels. "But the fact that I'm a part of *Madden 2003* is everything."

Michaels has won a truckload of awards since he began sportscasting in 1976, including the coveted Sportscaster of the Year in 1996 from the American Sportscasters Association.

JUSTICE FOR ALL

MIDWAY REVEALS ITS JUSTICE LEAGUE PLANS



You might remember our mentioning last month that Midway recently nabbed the rights to publish games based on the adventures of one of comicdom's greatest teams, the Justice League. Only now, however, has the company actually hinted at what it plans to do with the super-powered license. PS2 owners can expect at least two games in the near future—one based on the hit Cartoon Network *Justice League* series, the other on DC's monthly *JLA* comic book. Of course, the list of heroes set to appear in the games is huge: Superman, Batman, Wonder Woman, Flash, Green Lantern, Martian Manhunter, Aquaman and Hawkgirl. Meanwhile, colorful villains like the Joker, Mongul, Lex Luthor, Cheetah, Solomon Grundy, Gorilla Grodd, Felix Faust and more have been named as possible antagonists.

INFOGRAMES ENTERS THE MATRIX

Because Interplay has run into tough financial times as of late, the company was recently forced to give up one of its biggest assets: Shiny Entertainment, the exclusive developer of the games based on the upcoming Matrix sequels, *The Matrix: Reloaded* and *The Matrix: Revolutions*. Without a second to spare, French giant Infogrames swooped in and bought the developer, granting the company the rights to publish the future Matrix titles. The game based on *Reloaded* is expected to ship next summer alongside the release of the film.

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TEEN
T
CONTENT RATED BY ESRB

Violence

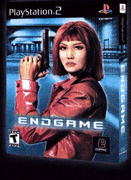
PlayStation 2

Supports Light-Gun Peripherals

Guncon

Guncon2

EMPIRE
INTERACTIVE



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SUMMER MOVIE GAMES

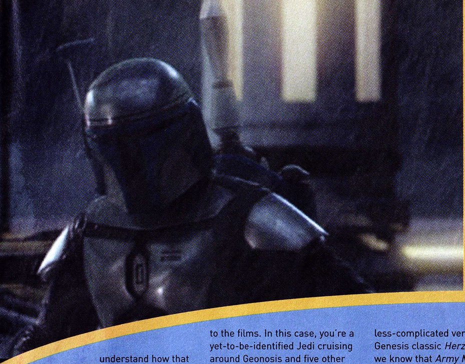
Hollywood's biggest blockbusters offer the perfect fodder for video-game companies

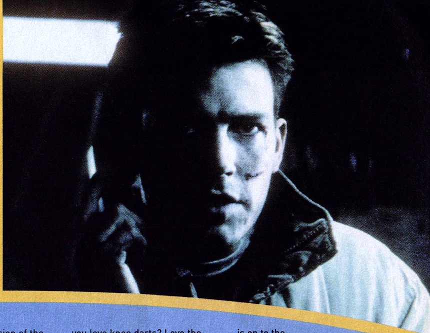
We love summer. Sure, the gaming can be on the slow side, but every now and then it's nice to leave the house and do something constructive—like see a movie! Everyone knows the best times at your local multiplex are to be had when you sweat profusely just by stepping outside. And game companies know that with every popular summer flick also lies the potential for a popular game—whether it's actually worth playing or not. For some reason, the summer of 2002 seems to have more games based on its films than most in recent memory. What kicked off with *Spider-Man* (which defied precedent by actually being *good*) continues with everything you see here.

THE MOVIE
Star Wars: Episode II–Attack Of The Clones

Starring: Ewan McGregor, Natalie Portman, Hayden Christensen, Samuel L. Jackson, Yoda
Studio: 20th Century Fox
In Theaters: Now
Web Site: www.starwars.com

By now, you'd think that anyone interested in the new *Star Wars* would have seen it. But since *Attack of the Clones* is the strongest episode since 1980's *The Empire Strikes Back*, people are still likely camping outside the theater, hoping to get in. For them, let's recap: It's just Jar Jar Binks, alone on a bare stage, singing the best of Celine Dion and Bread for two hours. Oh, and there's some little bit about a struggle within the Republic that makes Padmé Amidala a target, Anakin her protector, and Obi-Wan an investigator who uncovers a sinister plot. As usual, R2-D2 gives the kind of understated but powerful performance that has made him a Hollywood icon for more than a quarter of a century, though his hetero life-partner C-3PO is unfortunately burdened with the task of entertaining the kids...who have no sense of humor. Watching this, you'll finally

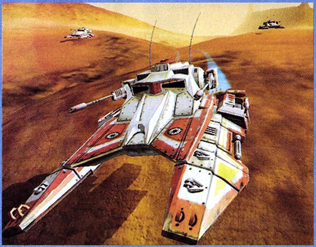




understand how that sweet, innocent boy in *The Phantom Menace* could become that big, bad bitch in *Empire* (and the voice of CNN), where Princess Leia got her fashion sense, and why Yoda's lightsaber—not Mace Windu's—is the one with "Bad Motherf—er" written all over it.

THE GAMES

Star Wars: The Clone Wars (PS2, LucasArts, fall)



So, why isn't this one called Attack of the Clones_?_
Simple. It's based on the events immediately following *Episode II*, sort of making it an "Episode 2.1." You were wondering why Lucas went with such an odd title for his movie, right? Well, now you know! *The Clone Wars* was already taken by LucasArts! (OK...maybe not.)

I don't see Anakin anywhere. Or Obi-Wan. What's up with that?
Clone Wars takes the *Starfighter* approach, as it introduces new main characters as a side story to the films. In this case, you're a yet-to-be-identified Jedi cruising around Geonosis and five other planets in heavily armed, land-based war machines.

So it's like Twisted Metal_, then? (Or, excuse me for neglecting it, perhaps_ Star Wars: Demolition_?)_
Sort of. Though it features heavy inspiration from vehicular-combat games, *Clone Wars* is better described as a land-based *Starfighter* meets *Rogue Squadron.* You're not just on your own against the world, for example—you have comrades to call upon for help when you need it. Not to mention plenty of escort missions and the like—a few of which even take place on foot.

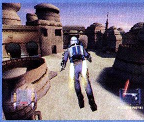
Aw, c'mon. You really expect me to believe it's not more Twisted Metal _than that?_
You obviously love your multiplayer, don't you, you clever little womprat? Fire up the two-player (sorry, that's as big as it gets) for everything from a straight-up Deathmatch, to other modes like King of the Hill and Capture the Flag. There's even a Strategy mode that, *Electronic Gaming Monthly* reports, plays like a less-complicated version of the Genesis classic *Herzog Zwei.* And we know that *Army Men RTS* developer Pandemic Studios is capable of putting together a solid product!

Cool. But still, there doesn't seem to be much "Star" in this Star Wars game.
Good observation. That's because none of it actually takes place in space. It's entirely planet-based.

I must know more!
Sorry, friend. Since *Clone Wars* is so early, that's about all we have to report at this point. But you'd better believe the updates will continue to pour in over the next few months.

Star Wars: Bounty Hunter (PS2, LucasArts, fall)

Do I really, seriously, honestly get to play as the Jango Fett, the universe's biggest badass? Do I, do I?
Cut your sugar intake there, hero worshiper. The answer is yes. You do indeed play as Jango Fett—which means you have access to all of his rad "toys," including thermal detonators, flash grenades, dual blaster pistols, a flame projector and two different jet packs (one for firing missiles, the other for flying). But we're sad to say that his knee darts won't be available in the game.



No knee darts? You're kidding! I love the knee darts!
We're not kidding. And how can you love knee darts? Love the Mandalorian armor or the I.D. scope, but not the knee darts. That's the only weapon from the movie that's not in the game.

OK, so no knee darts. Does that mean Bounty Hunter _follows the movie's events otherwise?_
First of all, please stop saying "knee darts." To answer your question, *Bounty Hunter* features Jango on his own, hunting fugitives, mixing it up, kicking it bounty school—all independent of the silver-screen version. In the game, you start out working for Rozatta, a Toydarian (like Watto), but later you start chasing a deranged Jedi who has a colossal price on his head.

So Jango is Boba's father? Weird. I didn't know robots made sweet, sweet nookie.
They don't, doofus. That's just a suit. There's a human inside.

Will I befriend the poppa of Greedo or IG-88?
First off, IG-88 is a robot, and robots don't make sweet, sweet nookie. Second, the game has some grody creatures in it, ranging from Grans (Ree-Yees from *Jedi*) to Aqualish (Walrusman). But the appearance of other popular bounty hunters is unlikely. The only one we know of who shows up is Zam Wessel—whether Jango likes it or not. (He's always found her a little shifty.)

THE MOVIE

The Sum of All Fears

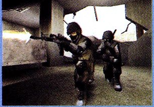
Starring: Ben Affleck, Morgan Freeman, Liev Schreiber, Bridget Moynahan
Studio: Paramount
In Theaters: May 31
Web Site: www.paramount.com

Jack Ryan is quickly becoming the new Batman. Now the main character in yet another movie based on a Tom Clancy book, Ryan is on to the third actor to portray him in four movies, just like the Dark Knight. Thankfully though, *The Sum of All Fears* looks a hell of a lot better than *Batman and Robin*. Taking over the role, Ben Affleck replaces Harrison Ford (*Patriot Games, Clear and Present Danger*) and Alec Baldwin (*The Hunt for Red October*) in a prequel that, due to some big explosions supplied by clever terrorists, could set in motion a World War III. And did we mention the trailer alludes to one such blast taking place during the Super Bowl?

THE GAME

The Sum of All Fears (PS2, Ubi Soft, fall)

Does this game follow the events of the film?
Here's a quote from Laurent Detoc, president of Ubi Soft: "*The Sum Of All Fears* will give players the chance to fully experience the fast-paced action of this Tom Clancy bestseller at home." Thanks, Laurent, but most Clancy fans are already enjoying Tom Clancy's bestsellers at home. So to reiterate, yes. It will even expand upon the movie to include further events from the book as well.



So you're Jack Ryan, then?
Nope. We're honestly a bit disappointed that the character's videogame debut is on the sidelines giving orders, but that doesn't mean the game itself can't still rock. In reality, you merely take

orders from Ryan as you join the FBI hostage rescue team assigned to track down conspirators against the U.S.

Does Ryan at least look or sound like Ben Affleck?
No again. Actually, Ubi Soft is currently unable to confirm if we'll get to see Ryan's face. But even if we do, we're told not to expect a Holden McNeal lookalike.

I don't read Clancy novels because he writes one every 10 minutes, but I will check out the movie. Should I care about the game?
With locations like West Virginia, the Middle East and South Africa, we're expecting this to be a visual cavalcade for environments. And we're all for political intrigue. But the best indication is that the developer of *Sum*, Red Storm, was behind *Ghost Recon*, a game based on Clancy's work that some touted as 2001's best PC game of the year.

THE MOVIE
Scooby-Doo

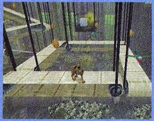
Starring: Matthew Lillard, Freddie Prinze Jr., Sarah Michelle Gellar, Rowan Atkinson
Studio: Warner Bros.
In Theaters: June 14
Web Site: www.scoobydoo.com

Scooby-Doo, the only cartoon inspired by a Frank Sinatra song ("scooby-dooby-doo," from "Strangers in the Night") finally makes the leap to the big screen. The only twist? Humans replace the cartoon forms of Shaggy, Fred, Thelma and Daphne—except for the title character, that is. Scooby himself comes to life via the wonders of CGI, hanging out with what trailers reveal as a spot-on interpretation of Shaggy by Matthew Lillard. The story revolves around Scooby and his meddling, teenaged pals solving a mystery on Spooky Island. We don't expect to see the Harlem Globetrotters, Phyllis Diller or Don Knotts...but you never know what kind of modern-day cameos might await us in the flick. Zoinks!

THE GAME
Scooby-Doo: Night of 100 Frights (PS2, THQ, available now)

I bet this one is based directly on the movie and isn't just a cynical license tie-in with no relevance whatsoever!
Um, nope. You're wrong. Instead, it's based directly on the cartoon and just so happens to be coming out at the same time as the movie. Some coincidence, huh?

Doggone it! So what is similar here?
Well, they both have Scooby and his pals. And in both the game and the movie, Scooby is a computer-generated creation, not a live dog-actor. Otherwise, *Scooby-Doo: Night of 100 Frights* is your basic hop-and-bop platformer. Which the movie is not.



But will the game get me through the dog days of summer?
Check out our review this month for that answer. But in short, pick this up only if you're a younger gamer or if you're a diehard Scooby fan.

At least there's no Scrappy, though...
Thank God.

THE MOVIE
Minority Report

Starring: Tom Cruise, Colin Farrell, Samantha Morton, Max Von Sydow
Studio: 20th Century Fox
In Theaters: June 21
Web Site: minorityreport.com

Call it Orwellian. Call it Huxleyan. But please don't refer to it as the much-less-palatable Dickian. Based on a story by well-known sci-fi writer Philip K. Dick and directed by Steven Spielberg, *Minority Report* is a thriller set in Washington, D.C., in 2054. Technology has evolved to the point where police utilize psychic technology to arrest and convict murderers before they even commit their crimes. Superstar Tom Cruise plays the head of a precrime unit, and after being accused of the future murder of a man he has never met, he spends the rest of the movie desperately trying to clear his name.

THE GAME
Minority Report (PS2, Activision, fall)

How closely does the game follow the film?
Loosely, but it does. The game has its own story, though we're not sure how far it can stray since you play as the Cruise protagonist, John Anderton. You'll notice similarities from the film, but many of the environments don't actually exist in the flick.

Do I use the "sick stick"?
In the movie, the "sick stick" is a weapon that stuns its victims by

inducing them to vomit—projectile vomit, even. We do know you'll see the sick stick in the game, and we do know that every weapon has a normal and charged-up attack. We just hope it doesn't cause us to spit up this morning's Waffle House special (not that that wouldn't happen anyway).

Why should I still care about this game, since it's released months after Spielberg's film?
Considering the movie will be a megahit featuring arguably both the most popular actor and the best director of our time, we imagine it'll have some staying power. On top of that, Treyarch comes hot off of preparing a certain other movie game: *Spider-Man.*

Speaking of* Spidey*, Activision got Tobey Maguire for that game—does that mean we can expect a Jerry Maguire voiceover for* Minority*?
We doubt it, but you never know. While Activision is rumored to be chasing Cruise as we speak, we're not sure that he's the type to "lower himself" to being part of a video game. At the very least he'll be screaming, "Show me the money!"

THE MOVIE
Lilo & Stitch

Starring Voices: Daveigh Chase, Chris Sanders, Tia Carrere, Jason Scott Lee
Studio: Walt Disney Pictures
In Theaters: June 21
Web Site: www.liloandstitch.com

Disney's next animated feature tells the classic tale of a 5-year-old Hawaiian girl and her pet intergalactic fugitive. And if the trailers are any indication, *Lilo & Stitch* could be the company's most laugh-out-loud-hysterical tale since *Aladdin.* While not exactly "adult," the humor depicted in the film definitely seems aimed at an older crowd, with enough slapstick and cuteness to keep the kids thoroughly entertained. We'll go ahead and call it here: Disney fans will look back at Stitch decades from now with every bit the fondness they hold for other current-generation characters like Ariel, Simba and the Beast.

THE GAMES
Stitch: Experiment 626 (PS2, Sony CEA, June)

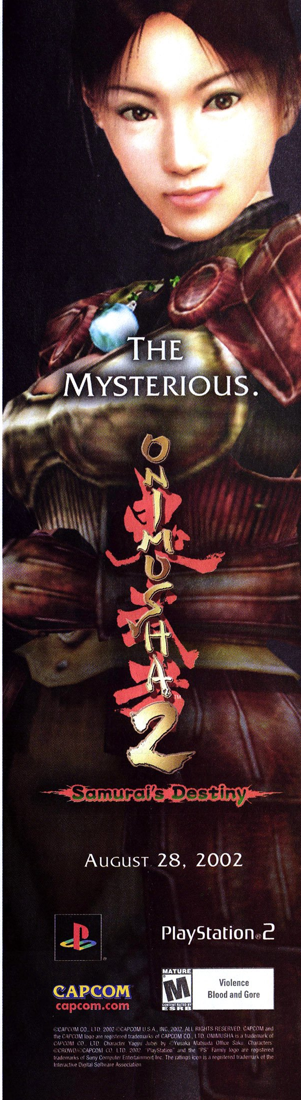
Experiment 626? Isn't that a Mazda?
Nah, just Stitch. Before the little blue dude meets Lilo in the movie, he's known to the rest of the galaxy as Experiment 626. The reason for this? Stitch is actually a product of genetic science, created as the ultimate weapon for an evil genius named Jumba. *Stitch: Experiment 626* takes place entirely before the movie and acts as a prequel.

A prequel, eh? So what's it all about?
Shooting laserguns and 3D-platform action, mostly. And that's not necessarily a bad thing. We've played the first couple of levels, in which the six-legged furball scurries along at faster speeds than you'd expect, collecting DNA strands for his "father." With typical sci-fi weaponry in hand through 18 levels, he blasts apart hostile aliens, jumps around a lot, and does an awful lot of climbing. It's rather simple gameplay portrayed with rather simple graphics for a rather simple audience.

So what if it's simple? We get to kick ass with a Disney character! How cool is that?
Pretty cool, indeed. And until *Kingdom Hearts* comes out, it's pretty much your only opportunity to do so on PS2. If you're a big-time Disney fan, this might just tide you over until Square releases its next big game (and, subsequently, proceeds to blow *Stitch* away).

Lilo & Stitch (PSone, Sony CEA, June)

So, I played all the way to the movie's timeframe on my PS2...now I want to experience



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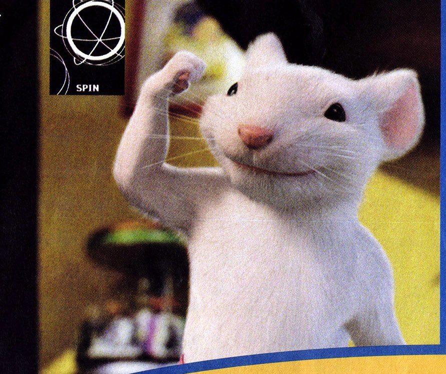
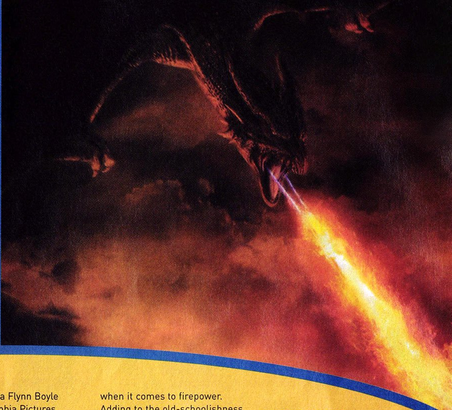
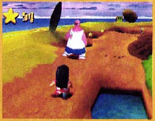




first-hand the events of the film, dammit!

Well, Sony's happy to oblige with a straightforward platform game that's even more kid-centric than *Experiment 626*. It does indeed follow the plot of the movie, for the most part—though it involves a great deal more combat, especially in regard to the 5-year-old protagonist. To help set up each of the 23 levels, you can even watch some actual clips from the movie. And if that's not enough, collecting enough reel icons throughout the game unlocks other cool things like movie trailers (the *Aladdin* parody is a must-see).



Trailers are cool. But how's the action?

Quite honestly, it's something only kids will really dig. Depending on the level, you as either Lilo or Stitch basically run straight ahead collecting stars or coffee cups. If Stitch drinks enough coffee, it gets to him, and he can literally roll through opposition like an Experiment 626 possessed.

Opposition? Who'd want to oppose Lilo and Stitch?

Oh, you know...human-sized Venus fly traps, rampaging warthogs, pissed-off porcupines, fire-breathing tiki masks, gun-toting aliens—just your typical, everyday Hawaiian hazards. To combat such antagonists, Lilo and Stitch both share a similar assortment of moves, including butt bounces, spins and special close-range attacks. Beware the voodoo magic of Lilo!

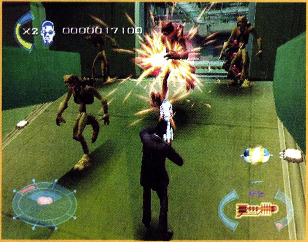
Voodoo?! Scary! Hold me!

No.

THE MOVIE
Men In Black II

Starring: Will Smith, Tommy Lee Jones, Lara Flynn Boyle
Studio: Columbia Pictures
In Theaters: July 3
Web Site: www.meninblack.com

Hard to believe, but five years have passed since the first *Men In Black* ruled the summer of '97. Well, don't expect its sequel to dominate the box office this year, thanks to *Spider-Man* and *Attack of the Clones*. But the undeniably likable team of Big Willy and Old Tommy Lee should have folks packing theaters wanting to see the galaxy-defenders in action. This time, the MIBs re-recruit Agent J (Jones' character had his memory erased at the end of the last one, if you remember) to help Agent K (Smith) thwart the evil plans of an alien who looks like that chick on *The Practice* (don't worry—we're pretty sure she'd never try to eat you).



THE GAME
Men In Black II: Alien Escape (PS2, Atari, July)

They've gone through the trouble to add a "II"—it's gotta be based on the action of the movie!

Not exactly. You won't be playing through the events of *Men In Black II* in *Alien Escape*. However, that doesn't mean you won't see a lot of the same characters—namely J, K and a slew of familiar aliens. You might even recognize boss characters like Jarra from the flick.

Are there any other big boss characters?

You bet! The whole game has a distinct old-school shooter feel—very "*Contra* in 3D," actually—and a big part of that is the huge bosses who don't let up when it comes to firepower. Adding to the old-schoolishness of it all, each boss has weak spots that you'll know you've hit when they flash red. Just like the good ol' days.

Wait a sec. You said it's like **Contra.** ***Explain!***

Remember the simple gameplay formula of "there's something, so shoot it" that now almost seems like a thing of the past? It roars back with a vengeance in *Escape*. All you need to worry about in the game is shooting up aliens and not getting shot up yourself. Well, that's not entirely true. There is some degree of strategy involved as you choose the most ideal weapons for given situations. You also need to make spur-of-the-moment decisions about when to shoot rapid weak shots as opposed to taking time to power up your weapon for a devastating attack. Some of the weapons even remind us of *Contra*—especially the gun that fires lasers in three directions!

Sounds fun! But how's it look?

The graphics in *Escape* don't seem phenomenal at this point, but they certainly get the job done. Your various guns spew off lasers spanning the color spectrum, with lots of cool particle effects involved. Sometimes your firefights are so hectic that literally half the screen is taken up by lasers and explosions!

Again, I'm concerned about the game not following **Men In Black II.** ***Please tell me that Will Smith and Tommy Lee Jones provide the voice work, at least!***

We would tell you that...but we'd be lying. Isn't fun gameplay enough? Sheesh.

THE MOVIE
Reign of Fire

Starring: Matthew McConaughey, Christian Bale, Izabella Scorupco, Gerard Butler
Studio: Touchstone Pictures
In Theatres: July 12
Web Site: www.reignoffire.com

The idea takes a little getting used to, but the more you think about it, the cooler it gets. In London, 20 years after a fire-breathing beast is awoken from a long slumber (making it the year 2024), a small community of humans struggles to survive—against a force of dragons that has grown to a million. Quinn (Bale), the group's leader, believes the humans can outlast the beasts if they're patient, but then the community is discovered by a hot-shot American named Van Zan (McConaughey), who claims to know how to kill the dragons and save mankind. *Reign of Fire* nimbly blends a medieval past with a postapocalyptic future.

THE GAME
Reign of Fire (PS2, Bam!, fall)

So, which movie star do I get to play as in the game? Matthew McConaughey? Christian Bale? The sexy Izabella Scorupco?

None of 'em, sonny. Even though the game basically follows the events of the film, you're still kind of just a generic dude fighting the war against the dragons with all sorts of high-tech weapons, some straight from the flick. The main characters do exist, though, to help move the action along. And even though you're not one of them, you still play a key role in saving the other humans in your quest to whack the beasts.

But I don't want to whack the beasts! They're so cute!

Well, if you don't wanna beat 'em, you should join 'em—and you can. Much like *Jurassic Park* on Genesis (where you could terrorize Isla Nublar with the raptor), *Reign* lets you assume the wings of an infant dragon that matures throughout the course of the game—including strengthened fire attacks as you go. Enjoy yourself as you eradicate humanity!

Nice! So how else will the game relate to the movie?

Oh, just your typical ways, really. Much of *Reign* takes place in London like the film, and the original score provides further synergy. Don't count on actual star voices, though.

That's fine. I just want lots of fire and firepower.

Then this is your type of game.

THE MOVIE
Stuart Little 2

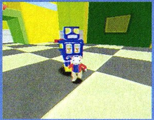
Starring: Michael J. Fox (voice), Geena Davis, Nathan Lane (voice), Jonathan Lipnicki
Studio: Sony Pictures
In Theaters: July 19
Web Site: www.stuartlittle.com

Either you saw the first *Stuart Little* or you didn't. If you did watch it, you probably remember it as a cute movie for the young'uns full of wacky slapstick, an ever-cute kid who knows the weight of a human head in another movie, and talking computer-generated animals. If you didn't catch it, you probably didn't care. We're pretty sure the same holds true for the sequel. So, go see *Stuart Little 2* if you're up for some more lighthearted entertainment. Or, be like us and continue not to give a damn.

THE GAME
Stuart Little 2
(PSone, Sony CEA, July)

There was never a Stuart Little PSone game before, and this one's called* Stuart Little 2*. So, I take it this one's based directly on the flick?

Indeed. From the Littles' house, to Central Park, to the final showdown with Falcon in the eighth level, the environments of the game echo those in the flick. Stuart's friends play a role, as well, as Snowbell the cat welcomes you to the level select screen and Margalo the canary offers you gameplay tips. And with 12 hidden minigames, you can even fly Stuart's plane, zoom around on his skateboard or ride in a mine cart!



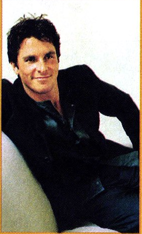
A mine cart! Yes! How innovative.

Um...if you say so. Still, beyond the minigames, *Stuart 2* is a primarily ground-based affair, with lots of hopping around like a happy little mouse. Just watch out for insects the size of you and the likes of malicious toy robots who want nothing more than to be the Tom to your Jerry. Of course, you can show them who's boss with a tailwhip or a fresh batch of throwable grapes and cherries. Nothin' wipes out evil like fresh fruit!

Is it more fun to actually eat grapes and cherries than it is to play this game?

One might argue as much. To truly enjoy *Stuart 2*, you pretty much have to be a kid in love with the film. And even still, some parental guidance might be necessary in order to make it through the better part of the game. It can be said that we play our fair share of games around here, so it doesn't seem quite right when we can't find every item in the first level of a kid game.

DRAGON SLAYER



It's not every movie that features a postapocalyptic future in which dragons have awakened to reclaim the Earth they lost millions of years ago. To find out more about *Reign of Fire*, we chatted with Christian Bale, who plays resistance leader Quinn Abercromby.

OPM: *Reign of Fire* has one of the more unique premises we've heard in a while. What drew you to the project?

Bale: This is the first decent dragon movie. No talking dragons, no singing dragons, no dancing dragons. [Director] Rob Bowman told me he wanted to make the grittiest film possible—to create real characters instead of bland figures who are there just to get toasted. This movie is smart, has substance and unprecedented special effects. Many movies with special effects neglect the first two. It is unlike any movie I have ever made.

OPM: Can you describe your character to us?

Bale: Quinn is smart, strong-willed and stubborn—great in a crisis but probably a pain in the ass to live with. He was the first to encounter a dragon. He opened this Pandora's box and saw his mother killed in front of his eyes because of it. Understandably, he is a little screwed up as a result. He has created a community within the walls of a medieval castle (the only building still standing), where life is hard. Every day is a struggle, but they are still alive because of his efforts, when all around has been destroyed.

OPM: How does it feel to be digitally rendered, as you are in the game version of *Reign of Fire*?

Bale: This is a first for me, and I can't wait to play the game so I can kick some ass.

OPM: If dragons should ever actually invade Earth in the future, how do you think *Reign of Fire* will fare as instructional programming? And will the game make for a good training simulation?

Bale: Yes, if dragons should ever actually invade Earth, the world leaders would do well to study *Reign of Fire* or else face extinction of our species. It will become the instructional video for all mankind, and the game will be the best simulator around. This movie could save our planet!

THE MAGNIFICENT.

ONIMUSHA 2

Samurai's Destiny

AUGUST 28, 2002

PlayStation 2

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MATURE
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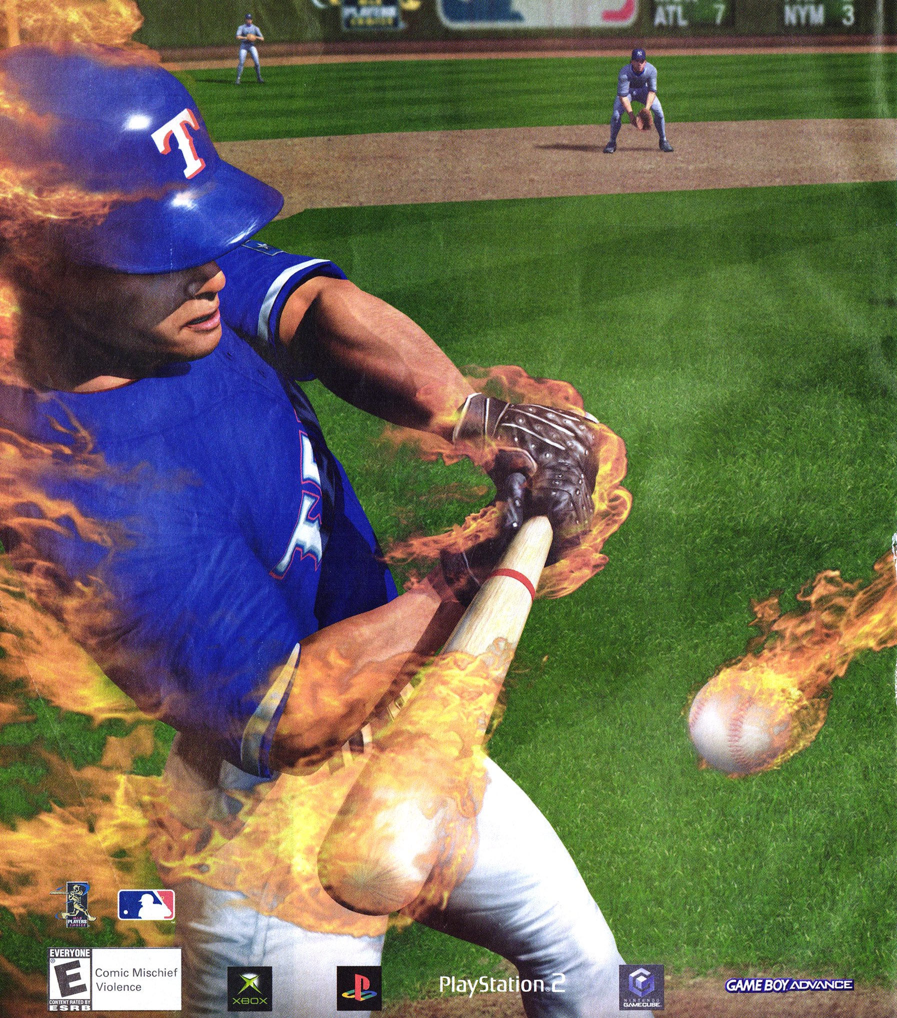
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THE WATCHDOG

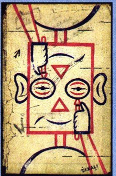


Illustration by Gary Taxali

BAD RULINGS VS. THE FIRST AMENDMENT

What's the difference between the *Final Fantasy* movie and the numerous *Final Fantasy* games? Well, if you're a Missouri federal judge, your answer is: The movie is protected by the First Amendment. The video games are not.

That's the ruling, handed down last April by Judge Stephen N. Limbaugh. Limbaugh was ruling on whether the city of St. Louis could require parental consent before kids bought certain violent video games. Limbaugh says that the city could, because video games are not protected speech. He reached his conclusion based on a sampling of four games: *Fear Effect, Doom, Mortal Kombat* and *Resident Evil.*

Two things should be noted here: First, Limbaugh didn't actually play any of these games; he merely watched a videotape provided by the prosecution (i.e., the people trying to keep the law upheld) that featured selected portions of the game—one assumes the most violent parts. Second, Limbaugh's cluelessness about the medium is expressed in the fact that in his ruling, he misspelled *Mortal Kombat* and referred to *Resident Evil* as "Resident of Evil Creek." While I remain mute on Limbaugh's overall competence as a judge, I don't think it's too much to suggest that one isn't competent to rule on an entire medium: a) based on four games, b) that you haven't actually played, and c) of which you can't be bothered to get their names right.

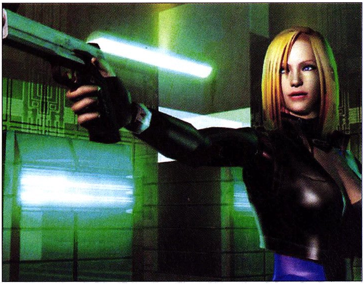
The real irony here is that the *Mortal Kombat* and *Resident Evil* games have both been made into movies—and as anyone who's had the misfortune of sitting through those movies knows, the games are far more coherent and far better-plotted than the flicks. The same goes for *Final Fantasy.* Indeed, if the filmmakers had put as much effort into a solid plot as the game makers did, the movie might have made $100 million.

There are two bits of good news here. The first is that the legal influence of Limbaugh's ruling is very narrow—it only affects the St. Louis statute and does not apply anywhere else. The second bit of good news is that this ruling will almost certainly be appealed and overturned. Unfortunately for St. Louis, the examples of video games that vibrantly make the case for First-Amendment protection are numerous: Personally, I'd present *Escape From Money Island, Half-Life, Silent Hill* and *Final Fantasy X.* Anyone who can play (yes, actually play) any of these games and deny that they constitute actual, constitutionally protected speech doesn't have a competent grip on what speech is. Any one of these, at the very least, is a better example of "speech" than the worst films available in your video store. And if those bad films are covered, so too should be these games.

The bad news is that this awful ruling is emboldening others to censor games: California Representative Joe Baca has introduced something he calls "The Protect Children from Video Game Sex and Violence Act of 2002" to the U.S. House, which would effectively take Limbaugh's ruling and apply it nationwide. It's working its way through the legislative process right now.

As anyone who's read this column for a while knows, I absolutely believe kids should be protected from video-game sex and violence—by their parents, and by responsible retailers and game makers. However, I also think kids should be protected from judges who are happy to gut the First Amendment through sloppy rulings and from politicians looking to make cheap political points at the expense of the Constitution. All things considered, protecting children from the latter is rather more urgent.

John Scalzi wants to know what you think about this column. Write him at john@scalzi.com, or go online to *OPM*'s message board at www.gamers.com and start up a discussion with him and other *OPM* readers. See you there!



This Is One Cool Girl

METAL GEAR SOLID WITH CHICKS? SURE LOOKS LIKE IT.

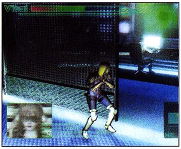
Devil May Cry's Dante was a supremely cool guy. He looked cool, he acted cool—everything about him was cool. But now Konami wants to show that girls can be just as cool. If not cooler.

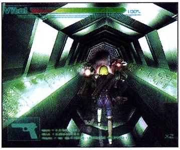
Meet CG-01 and CG-06—two chicks who like to take matters into their own hands. CG-01 is a hacker. CG-06 is a ninja. Not your average soccer moms. They're the stars of Konami's new PS2 action game, aptly titled *Cool Girl*.

The game takes place in the year 2079 and follows the girls on a mission against an evil corporation. So what's the "cool" part? Well, each girl has her own storyline and the two will eventually become intertwined as things progress. Equally cool is the fact that each girl has her own play mechanics: CG-01 likes to fire big guns, while CG-06 likes to swing her sword.

But in our minds, the coolest aspect of the game is the fact that it comes from Konami Computer Entertainment Tokyo—the same studio responsible for the Metal Gear series. And while it's unclear if Hideo Kojima has any involvement with *Cool Girl*, take one quick look at the screens and you'll see the game's inspiration: *Metal Gear Solid*. Heck, it even has the same radar screen.

Cool Girl is set to hit the U.S. in early 2003, so expect lots more soon.





DATA STREAM

More Hoshigami

Max Five is developing a PS2 sequel to its strategy RPG *Hoshigami*. It's said to look better and to address some of the problems with the original.

Scope This Out

Konami plans to release a third installment in its PS2 *Silent Scope* series early next year. This one will have multiple paths and endings.

Xenosaga Update

Namco's PS2 RPG has been pushed back until spring 2003 because of translation issues. It'll be worth the wait, though.

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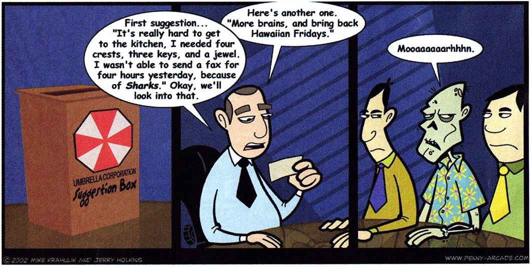
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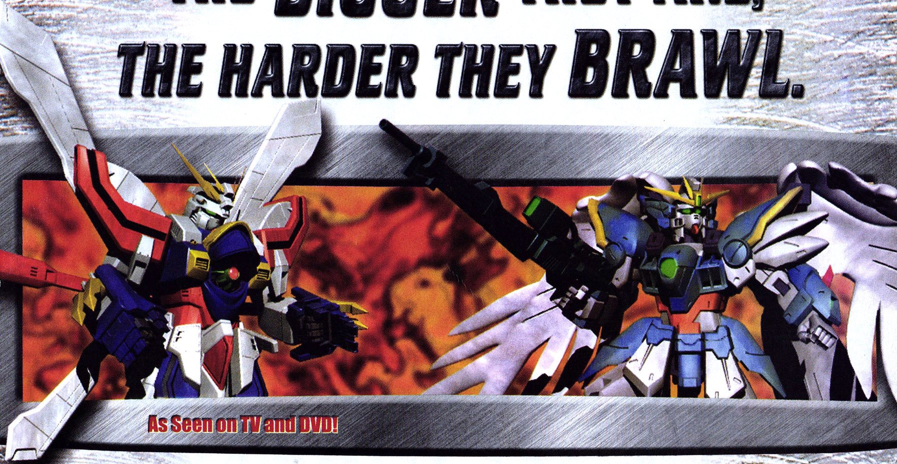
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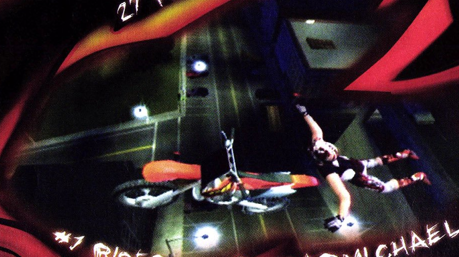

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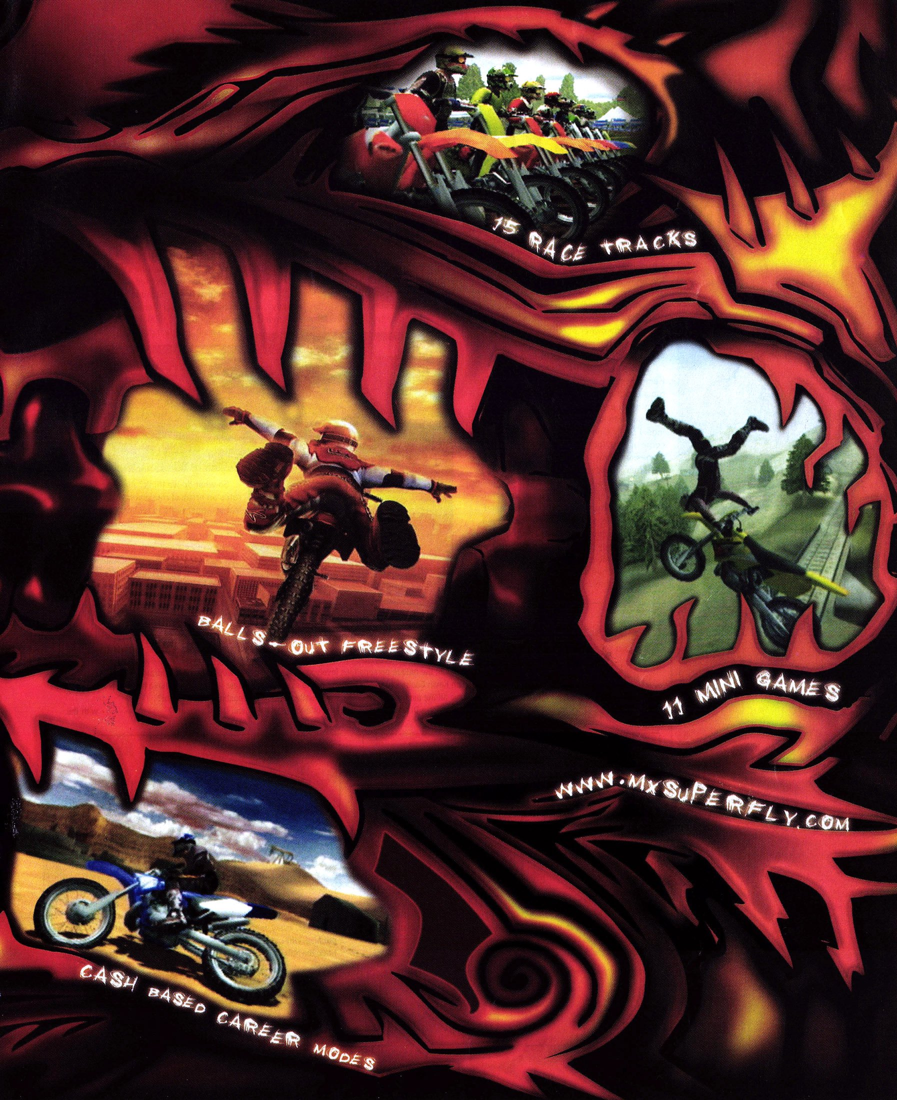
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WHAT EVER HAPPENED TO...

FIGHTER COMMAND

Right around the time EA started to talk about *Medal of Honor: Frontline* last year, the company also divulged details on a future Medal of Honor game: *Fighter Command*. But this wasn't supposed to be just your standard Medal of Honor. Not at all. It was set to take the series to new heights—literally.

Fighter Command aimed to put you in the role of a fighter pilot, flying WWII missions in the Pacific, shortly after the bombing of Pearl Harbor. The game would let you choose from classic crafts like the P38, the Corsair or the Hellcat, and engage in dogfights, torpedo runs or reconnaissance missions. The idea was great: Mix the incredible detail of the Medal of Honor games with the great gameplay of your Ace Combat-style flight game.

But after nearly a year and a half from the game's initial announcement with absolutely no word on its progress, we began to wonder what was up with the title. Then, upon seeing no mention of the game in EA's Electronic Entertainment Expo (E3) showcase plans, we knew something was definitely wrong. A few days later, our fears were confirmed by U.K. games Web site CVG.

"We killed it," *Medal of Honor* Series Producer Tarnie Williams told the site in an interview. "It was still quite early in development. We decided to focus more on first-person shooters and didn't want to take the series too far away from that. We want to stay close to our roots and expand on that aspect."

So there you have it folks: no more *Fighter Command*. But we can't blame EA—they're sticking to what they do best. As long as we get more games like *Frontline*, you won't hear any complaints from us!

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it for you.

FANTASY FAN FARE

Project Majestic Mix pays tribute to *Final Fantasy* composer Nobuo Uematsu

Ask a hardcore RPG fan who his favorite composers are, and he's bound to rattle off a list of names like Yasunori Mitsuda (*Chrono Cross*), Koichi Sugiyama (Dragon Warrior series) and, of course Nobuo Uematsu (Final Fantasy series). But ask just about anyone else who those three people are, and you're likely to get a blank stare.

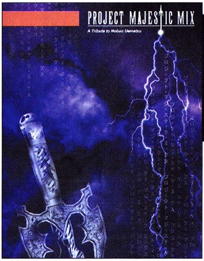
And that's a shame, according to Stephen Kennedy, the owner of Missouri-based KFSS Studios and the producer of *Project Majestic Mix: A Tribute to Nobuo Uematsu*.

"At the heart, all music is the same," Kennedy says. "The thing that appeals to me most about game music is how it's very much an integral part of setting a mood or carrying a person into and through thoughts and feelings. I really enjoy seeing what composers come up with for the different elements of games, and how they try to effectively incorporate their music to draw you into it all."

Being such a fan of game music, Kennedy decided to compile a collection of fan remixes of Uematsu's memorable melodies. Easier said than done, as he had to get everything licensed so it could actually be sold here in the U.S. "It may surprise some to know that Mr. Uematsu doesn't own the rights to any of the music he has developed for Square and its *Final Fantasy* series," Kennedy says.

Wading through the licensing requirements was a rough ride for Kennedy. "The music business just isn't a good business for small fries," he laughs. But after sorting through the mess and paying some rather hefty licensing fees, Kennedy started taking preorders for the CD, which went on sale in early May.

One of the coolest benefits for Kennedy was the chance to chat with Uematsu himself.



"Mr. Uematsu expressed great delight with the project and aided me with licensing issues," says Kennedy. "He's been a big encouragement. I haven't gotten to speak to him as much as I would like—he's a busy man—but he's seemed very excited about the project. It's kind of funny, because he hasn't heard any of the new arrangements. But from the way he spoke to me, I think he'll love the CD once he hears it. I hope it deeply touches him."

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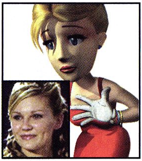
So what do *we* think? *Majestic Mix* incorporates an array of musical styles, from orchestral arrangements to techno mixes to acoustic and even punk-rock stylings. The tracks are just as varied, plucked from a range of *Final Fantasy* titles along with *Chrono Trigger* and *Gun Hazard*. Not every track holds up as well as the others, but in general, it's an interesting compilation that's worth checking out.

DREAM CAST

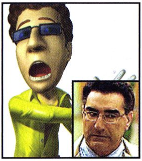
In our very own followup to *Caddyshack* (we'll ignore *Caddyshack 2*, thank you), *Hot Shots Golf 3* figures to be a great film because of all the unique personalities involved. Maybe the movie would have a melodramatic *Tin Cup* feel, though we pooh-pooh Kevin Costner trying to break onto the set. Or maybe Tiger Woods would make his silver-screen debut. But we'll leave all the particulars up to the screenwriters. We're just casting here, all right?

Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



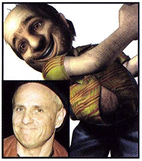
Tiffany: Kirsten Dunst

Kirsten Dunst is the kind of drool-worthy dame we'd love to see on the links. Plus, she was on fire in *Spider-Man*, wouldn't you agree?



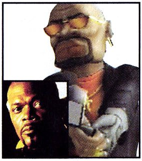
Jonnie: Eugene Levy

Jonnie's more interested in blabbing on his cell phone than making putts. So funnyman Eugene Levy's elastic personality is a perfect fit.



Pete: Bobcat Goldthwaite

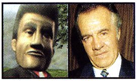
When Bobcat Goldthwaite married Nikki Cox, every man in America groaned. Why can't we all just celebrate the little fat man's success?



T-Bone: Samuel L. Jackson

T-Bone is a ham-fisted mix between Shaft and Morpheus (from *The Matrix*). But we just liked Samuel's bald head the most.

Kamala: Erykah Badu



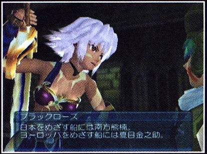
Toni: Tony Sirico

Hubert: D.J. Qualls

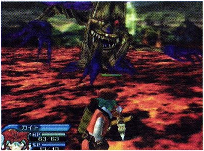
Jessie: Winona Ryder

.hack//INFECTION

Bandai slips a ghost in the machine



ブラックローズ
日本をめざす船には南方熊楠。
ヨーロッパをめざす船には夏目金之助。



A talented roster of anime legends have helped shape *.hack*'s unique visual style.

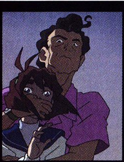
An innovative new RPG lurks just over the horizon and—guess what?—Square has nothing to do with it. Neither does Atlus, Konami, Namco or anyone else usually associated with cutting-edge role-playing games. Nope, this one comes from Bandai, the company best known for its Gundams and Digimon. Unconventionally titled *.hack//INFECTION*, Bandai's new role-player is something of a super-project, uniting the considerable forces of screenwriter Kazunori Ito (*Ghost in the Shell*, *Patlabor*), talented developer CyberConnect2 (*Silent Bomber*, *Tail Concerto*), and Evangelion character designer Yoshiyuki Sadamoto.

The game is set in a futuristic techno-culture where advanced network technology is the norm and a massively multiplayer online RPG called "The World" is the virtual pastime of choice. With more than 20 million subscribers playing daily, the success of The World extends beyond the definition of a mere MMORPG. It's a virtual lifestyle unto itself, and subsequently, something people take very seriously.

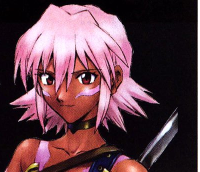
Enter a 14-year-old boy named Kite. Invited to play the game by a schoolmate called Orca (a veteran of sorts in The World), Kite is learning the ropes when a menacing creature appears. A creature, mind you, that's not part of the game network. In the ensuing battle, Orca is felled by the foe and then falls comatose in the "real" world. Just when it seems Kite is to follow Orca's fate, a mysterious girl named Aura intervenes. She fuses Kite with "Twilight," an upgrade that imbues him with the power of "Data Drain" and "Gate Hacking." With these abilities, Kite becomes much stronger and gains entry into otherwise off-limit areas. This "hack" of Kite's character converts him into an outlaw in The World. Despite the new danger to both his game-character and real-world self, Kite continues to play in the hope of finding a cure to Orca's ailment.

Me and my shadow

One significant subtlety offered by *.hack* is that you don't control the characters in the game, so to speak. You actually control the invisible person (in *.hack*'s world) who's playing the game, who in turn is actually the one controlling Kite. Does it affect gameplay? Not really. But it's an added layer of depth that Bandai hopes gamers will appreciate. The game's producer, Daisuke Uchiyama, elaborates: "As an RPG, to play in a simulated-network environment is a first. This game is not so clear-cut by definition. Unlike the typical RPG where the prince defeats the evil king and saves the world, the player must play while being conscious of the individual in the other world who plays the game." Heady stuff, for sure, but a concept that Bandai is banking on since the game is broken into four installments, with each chapter to be released roughly three months apart. We'll see if *.hack//INFECTION* has what it takes to hang with the big boys when the game launches this October.



So *.hack//INFECTION* boasts the combined forces of anime legends Kazunori Ito and Yoshiyuki Sadamoto. How does this benefit the gamer beyond the dope storyline and fancy characters? Well, gamers who buy *.hack* will enjoy the free 30-minute anime DVD that comes packed in with every copy of the game. By the time the fourth chapter hits, the whole drama will unfold in the form of a separate two-hour animated feature. This DVD won't be sold separately, so consider it a very sweet bonus.



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REQUESTS MUST BE RECEIVED BY 5/31/03. ALLOW 6 TO 8 WEEKS FOR SHIPMENT. LIMIT ONE PER FAMILY OR ADDRESS.

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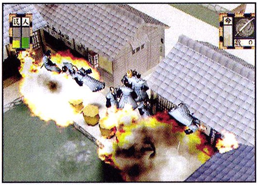
EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics

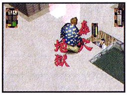
THQ

ONLY IN JAPAN

Aku Daikan
Global A, PS2



Throughout the history of mankind, one thing has remained constant: We hate taxes. And yes, even in ancient Japan, they hated taxes too. Except they had no IRS to vilify—back then, magistrates ("daikan") collected the taxes. And of course, some of them overcharged the poor peasants and were thus dubbed evil ("aku"). Which explains the title of Global A's latest PS2 game, *Aku Daikan*. Of course, in most games you play the hero—the young person of destiny who rises up against the evil taxman and frees the peasants from oppression (see: Hood, Robin). Not in *Aku Daikan*. In this game, you're the bad guy. You are Aku Daikan. You're rich. You're hated. You're feared. And you like it. Of course, the peasants don't, so they try to raid your opulent home to kill you. That's where the game comes in. You design tricks and traps to foil any would-be heroes in their quest to take you down. Of course, trap-laying is an art; place them in just the right locations and you can set off combos, which lead to more exciting death sequences. It's all presented in lovely, detailed 3D, with famous Japanese actors used as the basis for the character models. No doubt, your sheer evilness will drive peasants into a rage at the mere sight of you and send them straight into your trap. Just step out of the way and then witness the horror first-hand. Excellent.

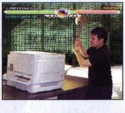


I WANNA BE BAD

It's tiring and annoying being the hero sometimes. You face overwhelming odds and don't get any cool toys. Here are some games starring evildoers that we'd like to see:

- ***Dr. Evil's Lair Builder*: Build your own hollowed-out dead volcano lair! Be sure to place lots of boiling hot MAG-MA and a pool for sharks with frickin' laser beams attached to their heads.**

- ***Metal Gear*: Why do we always have to destroy Metal Gears? Why can't we use them? Imagine the havoc to be wreaked with the awesome destructive nuclear powers of Rex.**



- ***Gary Steinman, Printer Hunter*: Gary is the resident *OPM* badass. He's mean, he's nasty, he hates printers. With a vengeance. Take control of this raging beast and take out all the printers in the office. All of them. EVERY SINGLE ONE.**

SUBSTANCE

Future Metal Gear Solid games revealed

Konami has officially announced its next Metal Gear Solid game for the PS2, *Metal Gear Solid: Substance*. Our sources tell us that this is a compilation remake that includes the first *MGS*, *MGS2: Sons of Liberty* and the *VR Missions*, all using the *MGS2* graphics engine! It sounds too good to be true—but it's really happening. As for when the game will hit, we're hoping before the end of the year.

Konami also revealed its plans for the future of the Metal Gear Solid series. The company intends to ship a brand-new sequel every two years and a "derivative title" (such as *MGS Substance* or *MGS VR Missions*) in the off-years. So, that means *MGS3* in 2003 and a Metal Gear game of some sort every year after! Konami also mentioned that it will take the MGS series online in the future.

ROLE PLAYER

So you've beaten *Final Fantasy X*. A long time ago. And you've already spent too many hours exploring every nook and cranny of Spira's world, forging your ultimate weapons, capturing all kinds of beasties and coaching your way to blitzball brilliance. What to do now? After all, the next wave of top-tier RPGs lurks far off in the distance—and while you *know* you'll be playing *Kingdom Hearts*, *Xenosaga* and *Wild Arms 3* by the end of this year, you just can't wait that long!

Well, here's the good news. Sort of. Chances are you haven't yet played *every* PS2 RPG, so now's the perfect time to check out older titles or B-list games that you initially overlooked. Here's our thoughts on 11 of these PS2 RPGs. And when you're done here, be sure to check out our Replay section for tricks and strategies for some of these titles.

	Title	The Game	The Pros	The Cons
	Baldur's Gate: Dark Alliance **Interplay** ●●●●◖	The best *Diablo*-style hack-'n'-slash action/RPG ever made—plus, it's set in the Forgotten Realms universe.	Utterly addictive action that'll have you playing on just to see what's next; eye-popping graphics.	Not much of a story here; 15-hour quest is too short (though two-player mode and replayability make up for it).
	Dark Cloud **Sony CEA** ●●●●◖	An inspired mix of real-time dungeon crawling, puzzle-based world-building and story-driven adventure.	Each portion of the game complements the others in a brilliant balancing act that never gets boring.	The clunky menu system is a chore to fiddle with; randomly generated dungeons can get tedious at times.
	Drakan: The Ancients' Gates **Sony CEA** ●●●●	More adventure than RPG, *Drakan* is the perfect game for people weaned on classic PC-style role-players.	Tons of side-quests lend a nice feeling of freedom; dragon-riding adds even more variety and fun.	Real-time combat gets repetitive; graphics are mixed; dragon Arokh's voice-acting is as bad as his lame name.
	Grandia II **Ubi Soft** ●●●◖	Like its predecessor, *Grandia II* hits the PS with glitches aplenty. It's still an incredible RPG, though.	With its mix of real-time action and turn-based attacks, the battle system is one of the best out there.	The crappy Dreamcast port is plagued with buggy graphics and slowdown. Yet it's not so bad that it spoils the fun.
	Harvest Moon: Save the Homeland **Natsume** ●●●●	On its surface, it's merely a farming sim, but in reality, it's more like a charming whole-life simulation.	A vast, open-ended game with tons to do, from planting crops to milking cows to saving your town.	Cutesy graphics may turn off the "serious" role-player; no blustery pyrotechnics; need a lot of patience to succeed.
	Jade Cocoon 2 **Ubi Soft** ●●●◖	A solid adventure that'll please fans of critter-collecting games like *Pokémon* and *Monster Rancher*.	Gorgeous environments; tons of tasty-looking creatures; zippy, strategic battles; likable quest.	All the forests (i.e., dungeons) are almost exactly alike; battles, though fun, are the primary focus of the game.
	King's Field: The Ancient City **Agetec** ●●	A first-person dungeon crawl that inspires fanatic allegiance among all 17 fans of this series.	Atmosphere. Of course, you'll get just as much "atmosphere" by going outside and breathing.	Slow-paced, dull and dreary, with awkward combat and monotonous action. Some people love it—just not us.
	Okage: Shadow King **Sony CEA** ●●●	Featuring a hapless boy and the insecure devil who inhabits his shadow, *Okage* is a lighthearted, quirky RPG.	Wacky, Tim Burton-esque characters and environments, utterly absurd tone and witty dialogue.	Uh, where's the game? The battles are terribly bland and the dungeons are horrendous. Load times are also a problem.
	Shadow Hearts **Midway** ●●●●	Dark, moody, yet humorous, *Shadow Hearts*' engrossing story is matched by its engaging battle system.	Historical and metaphysical themes delivered with a Gen-X flair; random battles that are actually fun!	Graphics, though stylish, are PS1-quality; not everyone will dig the timed button presses required during battles.
	Tsugunai: Atonement **Atlus** ●●●	A quirky RPG centered in one town, starring a lost soul who helps others so he can return to his body.	Despite the "small" setting, the game opens up as you eavesdrop and possess the locals.	Simplistic quests and linear gameplay; boring battles with the same enemies; bland backgrounds and dull music.
	Wizardry: Tale of the Forsaken Land **Atlus** ●●●	For nostalgic gamers, an old-school dungeon crawl that offers pure role-playing in a storied franchise.	Emphasis on creating and developing your party; deep battles; orcs, kobolds and other classic beasties.	New-school RPGers may be turned off by the simple story, dated graphics and very-repetitive gameplay.

P.S.A.T.

(PlayStation Aptitude Test)

1. What was the first game console to go online in the U.S.?
a. Sega Dreamcast
b. Nintendo 64
c. Sega Genesis
d. Super Nintendo Entertainment System

2. Which of these companies does not have a partnership with Sony for the PS2's online service?
a. America Online
b. WinAmp
c. Macromedia
d. Real Networks

3. *Antz Extreme Racing* is due in stores how many months after the movie *Antz* came out?
a. 31
b. 36
c. 43
d. 48

4. Which pro surfer in *Kelly Slater's Pro Surfer* actually dated Pamela Anderson?
a. Donavon Frakenreiter
b. Rob Machado
c. Kelly Slater
d. Lisa Anderson

5. Which of these is not a rivalry trophy in NCAA college football?
a. Little Brown Jug
b. Sweet Sioux Tomahawk
c. Bayou Bucket
d. The Little Goose Cigar

6. *Romance of the Three Kingdoms VII* does not share its historical inspiration with which of the following games?
a. *Kessen*
b. *Kessen II*
c. *Dynasty Warriors 2*
d. *Dynasty Warriors 3*

7. Which of these games will *Evil Dead: A Fistful of Boomstick* most likely resemble?
a. *Resident Evil*
b. *Grand Theft Auto III*
c. *Castlevania*
d. *State of Emergency*

8. The FIFA World Cup Championship is played every __ years.
a. 2
b. 3
c. 4
d. 6

9. The man leading the team behind *Batman: Dark Tomorrow* did not previously work on what other project?
a. *Final Fantasy* (Famicom/NES)
b. *Final Fantasy II* (Famicom)
c. *Final Fantasy III* (Famicom)
d. *Dark Wizard* (Sega CD)

10. What is the "Apokolips" in *Superman: Shadow of Apokolips*?
a. An evil tyrant ruling a distant planet
b. A distant planet ruled by an evil tyrant
c. An alien superweapon obtained by Lex Luthor
d. A huge beast under the control of Mr. Mxyzptlk

Answers
1.c **2.**b **3.**d **4.**c **5.**d
6.a **7.**d **8.**c **9.**c **10.**b

Clish MacLaver's

GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

This month is one of those weird months. As I write this for you, it's a couple of weeks before the big games show E3, where it's possible that some of the gossip I have here will actually be announced. Watch out for more gossip online when I team up with *Electronic Gaming Monthly*'s Quartermann on our Web site, www.gamers.com. Keep an eye out for the Rumor Mill column.

GT CONCEPT COMING

Multiple iterations of Polyphony's *GT Concept* series are bouncing around the rumor network as I write this, with many of them combining to fuel speculation as to what the next "real" Gran Turismo game will be like. First up, it seems that a U.S. version of *Concept* is extremely likely and will feature a different selection of cars from that of the Japanese release. My bet is that we'll get cars like the Cadillac Cien, Dodge Razor and Pontiac GTO to accompany some of the wilder Japanese concepts. By next issue, there's a good chance we'll have more information for you on this. The team is also working on another Concept title for Japan: *Gran Turismo Concept Geneva*. It features a new collection of concept cars that were debuted at the recent Geneva Auto Show. The selection includes the Ford Mondeo ST Concept, the Maserati 320S and the Opel Astra Coupe OPC X-treme. It hits Japan this summer.

The new modular approach to *Gran Turismo* could be telling of what we can expect to see when *GT Online*, or *GT4*, or whatever they end up calling it, is eventually released. I've heard plenty of rumors that the online game will allow you to download new car models as they become available, and the Concept project may well turn out to be something of a preview of what the team at Polyphony is capable of.

> **"The teams at Rare may well be looking to spread their wings."**

RARE MENTIONS FOR A PLAYSTATION 2 MAGAZINE

Rare. A development team so firmly entrenched in the Nintendo camp that it's unusual for news to appear that has any value to you at all as PlayStation-owning readers. However, some events have transpired lately that make them the subject of some spectacular levels of rumor and gossip. It all started with a Christmas card, believe it or not. The firm sent out a card that featured multiple systems as part of the artwork on the front. This prompted feverish speculation, which was soon flatly denied.

Since then, further investigation has revealed that the teams at Rare may well be looking to spread their wings in order to sell more copies of their games. It's no secret that the PS2 offers a much, much larger market than the GameCube, so it would make sense for a team with popular franchises to want to grab a piece of that pie. I mean, who wouldn't? Although Nintendo has a stake in Rare, it doesn't own the team outright, so technically if Rare's directors want to partner with a publisher and make games that sell lots of copies on a competing platform, there isn't really anything stopping them. Whether or not you know (or care), Rare has partnered with other publishers in the past. The European release of *Conker's Bad Fur Day*, for example, was handled by THQ, not Nintendo. If this were to happen, what could we expect? Well, obviously not any of the Nintendo-owned franchises like Donkey Kong, but it would be great to see games produced by teams of such talent. After all, the guys behind *TimeSplitters* learned their trade at Rare.

BITS AND BOBS

Criterion is working on a PS2 FPS that's being dubbed a "*Halo* killer." They may well be, but its *Halo*-killing abilities will remain in doubt until we get to play it. • *Tecmo Bowl* for PS2 may not be happening anymore. We're not sure why, but it seems as if Tecmo may be wary of entering the PS2 football market now—especially without an NFL license. Hopefully this isn't the case. • Activision is working on a new Spider-Man game based on the next movie. Treyarch is likely supplying the necessary cleverness for it. • *Panzer Dragoon Orta*, currently an Xbox-exclusive update of the old Saturn game, could make its way to PS2 in early 2003. • In addition to *X-Men: Next Dimension*, Activision will release an *X2*-based game at around the same time as the movie (that's next summer, in case you didn't know).

E-MAIL ME!

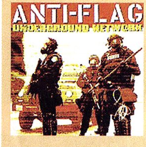
Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com

Look out for me on AIM, too—my buddy name is OPMClish.

SOUND STATION

By John Scalzi

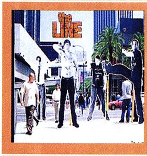
Every one of the CDs reviewed this month features songs from *Transworld Surf*. Which, it would seem, doesn't have such a great soundtrack.



Anti-Flag: *Underground Network*

For my money, there's nothing more adorable than suburban-socialist punks, so you can bet I think Anti-Flag, with its nearly reflexive antipathy for everything right of Che Guevara, is cute as the dickens. Now, song after song of doctrinaire, educational lefty punk can get wearying, but Anti-Flag at least has solid music chops, and it's punk, so all the lessons are relatively short. Still, what does it say that the best, most fun song on the CD, "Spaz's House Destruction Party," has nothing to do with politics? On the other hand, it's hard to criticize a band for trying to have a brain.

Final Score ●●●



The Line: *Monsters We Breed*

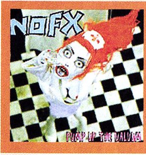
There are three good songs on *Monsters We Breed*: "Memory," a tub-thumping good anthem, "Greed Stained the Scene" and "Monsters We Breed." Thing is, they're the last three songs on the album, so you have to wade through the first eight tracks to get to them, and they're mostly crap, comprised of indifferent punk and off-key singing. Hey guys, a little sequencing advice: Front-load your albums. I figure most people sampling the album at the store would have given up by the third track. As it is, those three tracks aren't enough to recommend the album as a whole.

Final Score ●●

Nebula: *Charged*

Nebula sounds just like Cream for the 21st century. Unfortunately, I think that Cream stank like a loaf of pumpernickel left for a month under a steam pipe. So updating their plodding, jammy wannabe blues-rock guitar sound with techno and even punk(!) flourishes is not high on my list of Really Good Ideas. Frankly, by the time I got to the best track on the album ("Travelin' Man's Blues"—eeeegh), I was already tired out, and that was just track number four. I don't suppose this album is actually bad. I just know I won't be listening to it again.

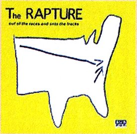
Final Score ●●



NOFX: *Pump Up the Valuum*

God bless NOFX: This month was turning into one of those months that makes me question my decision to review music, so plopping down *Valuum* and partaking of its delicious, galloping punk goodness was like drinking a cupful of pure, sweet rainwater after trudging through a broiling desert made of dried monkey spoor. Topping the list: "What's the Matter With Parents Today?", which is like a punk revision of Cheap Trick's "Surrender" (and that's an excellent thing). A grand CD by any standard, made better this month by the relative lack of competition.

Final Score ●●●●

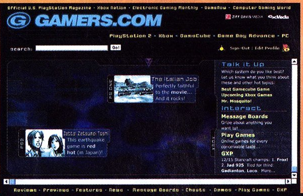


The Rapture: *Out of the Races and Onto the Tracks*

We have a garden in the backyard, and every year we have to keep the snackers away from it: birds, rodents, deer and so on. The good news is that now I've got *Out of the Races*. I'll just park a motion detector and a boombox with this CD out by the garden. Then when the animals come by, the boombox will click on. The unpleasant wailing emanating from the speakers will be so intense that the molecules of any creature caught in its path will snap their very bonds, causing the offending animal to actually explode. And that means free fertilizer! Thanks, guys!

Final Score ●

John Scalzi was never a suburban-socialist punk, but he went to school with kids who were. Now they're all lawyers. Every last one of them. Go to www.indiecrit.com and get Scalzi's reviews of music that hasn't been subverted by the corporate establishment!



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PS ONE

The Italian Job
Perfectly faithful to the **movie**... And it rocks!

PS2

Zettai Zetsumei Toshi
This earthquake game is **red hot** (in Japan)!

XBOX

Talk it Up
Which system do you like best? Let us know what you think about these and other hot topics:
Best Gamecube Game
Upcoming Xbox Games
Mr. Mosquito!

Interact

Message Boards
Gripe about anything you want to!

Play Games
Online games for every conceivable taste...

GXP
12/15 Starcraft champs: 1. **Froz!** 2. **Jad 925** Tied for third: **Gadianton**, **Loco**. More...

Reviews - Previews - Features - News - Message Boards - Cheats - Demos - Play Games - GXP

Bookmarks

www.gamers.com
We take gaming news, mix it with a heaping helping of love, and serve it up to you warm and toasty on the Web. You'll find previews, reviews and our piping-hot messageboard. Join us, won't you?

www.g4tv.com
It's a new (just launched in April) 24-hour TV channel devoted entirely to games. Make sure your cable provider hooks you up!

LM LOVE MEDIA

Hello, I'm Donald Love

www.lovemedia.tv
You think the makers of one of the year's best games (we're talking *GTA3*, here) would miss any detail? Not a chance. Here's Donald Love's very own site. Be sure not to miss the link to the *Liberty Tree* newspaper, from which you can check out such products as Pets Overnight, Dormatron and Pogo the Monkey.

www.sonyclassics.com/dogtown
Read all about the new independent documentary *Dogtown and Z Boys*, a chronicle of the rise of skateboarding in the '70s. This'll teach you young whippersnappers what life was like before Tony.

www.dodgeballusa.com
Why, it's the home page of The National Amateur Dodgeball Association (NADA), of course. And right here in our very own Schaumburg, Ill. Read about dodgeball rules, upcoming events, the official tournament—you can even sign up to join NADA right on the site. What could be simpler?

www.afansview.com
Do you engage in cosplay? If so (but even moreso if not), you'll want to check out "A Fan's View of Anime Conventions." Just let your imagination run wild.

www.evolver.co.uk/wayofthestick.html
If you've seen those wacky Flash animations of the stick-figure kung-fu battles, you need to go here now. NOW. (You get to control this one. Now go.)

www.seeing-stars.com
If you live in Hollywood, or if you're planning a trip there, or if you're just a whacked-out sicko stalker, you're going to want to check out this Web site. It has anything that has anything to do with anyone famous. Want to find out where Erik Estrada goes to church? You've found your site.

www.robosaurus.com
If you miss this site, you'd better be dead! Or in jail! And if you're in jail—*break out!* Sunday, *Sunday, SUNDAY*...might be a good day to check out the Robosaurus. Then again, the site's up pretty much all the time, so...you know...whatever time is good for you.

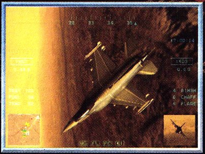
Actuality

actuality-systems.com
If you have any lingering doubts that the future is something that hasn't happened yet, you can put those doubts to rest right now. It's time for a revolution, and the revolution will be televised—in full 3D, if Actuality Systems has anything to say about it.

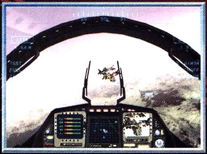
Pure speed.
Pure combat. Pure action.

Global warming threatens life on earth. Frozen regions of Siberia have melted, submerging entire countries. As part of an elite group of pilots assembled by the World Alliance, your mission is to take out the World Order Reorganization Front, an organization that exploits natural disasters for its own benefit. Prepare for take off.

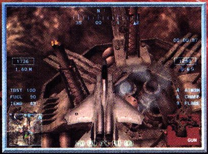
LETHAL SKIES™
Elite Pilot : Team SW



Experience G-Force using the controller.



Choose from 4 views: cockpit, cockpit without meter, small and large.



Engage multiple enemies in a variety of death-defying missions.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Language
Violence

PlayStation®2

Asmik Ace Entertainment Inc.

Sammy

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DVD REVIEWS

by John Scalzi

GOSFORD PARK: SE

(Maggie Smith, Michael Gambon)

Robert Altman is on what seems like his millionth comeback with this comedy-of-manners-slash-murder-mystery set in '30s aristocratic England. Altman does his thing of observing everyone doing everything, leaving the viewer to keep up or drown in the details, but Altman's gift is that he knows how to make an ensemble work for the viewer; it's less difficult to keep things straight than it would be otherwise. Fact is, no one makes ensemble films like Altman; no one really ever has. So it's a good thing he keeps going. DVD stuff: commentary by Altman and screenwriter Julian Fellowes, deleted scenes with commentary, interviews with cast and filmmakers, and making-of features.

Movie Score ●●●●
DVD Extras Score ●●●

I AM SAM: SE

(Sean Penn, Michelle Pfeiffer)

This is a movie designed for the sole purpose of eliciting an Oscar nomination for the actor playing the main character, who is (wait for it) a developmentally disabled single father. Sean Penn plays the role, and of course he got a nomination, although he didn't win. The Academy must have remembered it already gave an award for playing a developmentally disabled single father to Tom Hanks. The rest of the movie is total gooey mush, as Penn's character fights to keep custody of his kid, helped by Michelle Pfeiffer, in a mostly thankless Ally McBeal kind of role. DVD extras: director commentary, deleted and alternate scenes, and a documentary.

Movie Score ●●◖
DVD Extras Score ●●◖

KATE & LEOPOLD: SE

(Meg Ryan, Hugh Jackman)

Here's my issue with *Kate & Leopold*: A 19th-century British duke is sucked forward in time to modern-day New York, and the only thing that occurs to anyone in the movie to do with the him is to use him to sell diet margarine? One more reason Hollywood should not be in charge of scientific progress. As for the rest of the flick: typical Meg Ryan romantic comedy. You know the drill. Hugh Jackman, as the time-traveling duke, is actually pretty good, and there's some nice time-traveling humor, such as when the duke is confronted with pooper-scooper laws. The DVD extras: a director's cut, director commentary, deleted scenes, a costume featurette and a video by Sting.

Movie Score ●●●◖
DVD Extras Score ●●●

THE MAJESTIC

(Jim Carrey, Martin Landau)

Director Frank Darabont has a problem, which is that he makes movies that are destined to play better on cable TV. His *Shawshank Redemption* got Oscar nominations but wasn't actually popular until TNT started playing it what seems like every other freakin' day. I'm betting that *The Majestic* gets the same treatment: It was virtually ignored in the theaters (and no Oscar nods), but it's a sweet film with romance, identity crises and a nice, healthy respect for the First Amendment (the movie takes place in the shadow of the '50s Hollywood blacklist). And Jim Carrey is at his most non-annoying. Just wait. This movie's stock will rise. DVD extras: deleted footage and a trailer.

Movie Score ●●●◖
DVD Extras Score ●◖

MONSTER'S BALL: SE

(Halle Berry, Billy Bob Thornton)

It's the movie that caused Halle Berry's freakout Oscar acceptance speech to be unleashed upon the world, but you have to admit: With the performance she gives in the film, she's allowed some freakout room. It really is a tremendous performance; she plays a character whose life is as screwed up as one can be and plays it without pity or apology. She's assisted by Thornton, who plays a racist prison guard who becomes involved with Berry's character, partly because the two of them have nowhere else to turn. *Monster's Ball* is complicated, messy and never takes the easy way out. This makes it one of the best films last year. Freak out all you want, Halle. You earned it. Berry and Thornton provide commentary in the DVD extras, as does director Marc Forster, and you also get deleted scenes and outtakes.

Movie Score ●●●●●
DVD Extras Score ●●●

4 ACADEMY AWARDS BEST PICTURE
2 Discs
RUSSELL CROWE
A BEAUTIFUL MIND
THE TWO-DISC AWARDS EDITION

A BEAUTIFUL MIND: SE

STARRING:
(Russell Crowe, Jennifer Connelly)

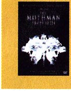
A Beautiful Mind won Best Picture, but it also has been criticized for being both an incomplete and partially fictionalized telling of the life of schizophrenic Nobel Prize winner John Nash, who won his Nobel for his work in game theory (so keep playing, kids—there's a prize in it for you!). But look—it's a movie, already. Hollywood history is by definition incomplete and fictionalized. Concentrate instead on Russell Crowe's excellent portrayal of a brilliant man gone nuts and back again, and on Oscar-winner Jennifer Connelly, who plays his long-suffering wife. To the extent it actually tells a true story, it tells it well, and what parts are fiction make for good drama. DVD bits include commentary from director Ron Howard (who also nabbed an Oscar), the usual making-of documentaries and deleted scenes, and information on Nash's game-theory work and his Nobel Prize acceptance speech.

Movie Score ●●●●
DVD Extras Score ●●●◖

UPCOMING DVD RELEASES

June 4, 2002
The Great Race
The Mothman Prophecies
UHF
Victor/Victoria: SE

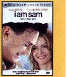
June 11, 2002
Black Hawk Down



Buffy the Vampire Slayer: Season Two
Kate & Leopold
Monster's Ball
Mr. Show: Seasons 1&2
Real Genius

June 18, 2002
I Am Sam: Platinum
The Majestic
Mo' Money
The Mountain Men
Orange County
Rollerball: SE
The Shipping News

ORANGE COUNTY

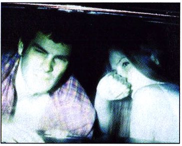


Zebrahead

June 25, 2002
A Beautiful Mind
Gosford Park
The Laramie Project
The Lost Command
Outside the Law
Perfect

THE MOTHMAN PROPHECIES

(Richard Gere, Laura Linney)



"Based on True Events." Yeah, right. Gere is a guy whose life is turned upside-down by a car crash in which his wife claims to have seen a large, moth-like apparition; Laura Linney is a small-town cop who joins forces with Gere to figure out what the thing was and why it haunts her West Virginia town. This story is of the sort that *The X-Files* used to dispose of in an hour, commercials and David Duchovny Speedo shots included. But it reunites Gere and Linney, who were great together in *Primal Fear*, so that's not bad. Forget the DVD extras: Trailers are all you get.

Movie Score ●●●
DVD Extras Score ◖

ORANGE COUNTY: SE

(Colin Hanks, Jack Black)

Otherwise known as "Attack of the Hollywood Spawn" since it stars the children of Tom Hanks and Sissy Spacek (Colin Hanks and Schuyler Fisk, respectively) and is directed by Jake Kasdan, son of *The Big Chill* director Larry Kasdan. All of these spawn take a back seat to the movie's true original: Jack Black, who is delightfully deranged, and it's hard to see anyone not enjoying his Belushi-esque contributions. The film is easily one of the smarter teen comedies of the last couple years—though how hard is *that* bar to hurdle? Extras: deleted scenes and commentary by the writer and the director.

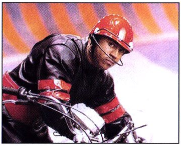
Movie Score ●●●◖
DVD Extras Score ●●◖

ROLLERBALL: SE

(Chris Klein, LL Cool J)

Fans of action director John McTiernan (and I'm one, usually) are at a loss to explain this utter mess of a movie, except to suggest that McTiernan experienced a debilitating cramp to the brain that lasted exactly as long as the filming of principal photography. There's no sensible plot, no coherent action, and no real defensible reason to watch this film, other than to ogle the stars, who also include Rebecca Romjin-Stamos. DVD extras include commentary, a stunts documentary and a Rob Zombie video.

Movie Score ●
DVD Extras Score ●●◖



VICTOR/VICTORIA: SE

(Julie Andrews, James Garner)

Every year brings a new film with someone in drag (this summer's excuse for the genre is *Juwanna Mann*, about a male b-ball player on a women's team). None of them, save *Tootsie* and *Some Like it Hot*, measure up to *Victor/Victoria*, not in the least because it actually features someone in double drag: a woman pretending to be a man pretending to be a woman. Julie Andrews is drolly luminous, and love interest James Garner is a sort of man's man (in more than one sense). It's a genuine classic comedy. This Special Edition release adds commentary from Andrews and writer/director Blake Edwards, as well as trailers.

Movie Score ●●●●●
DVD Extras Score ●●◖

As Real As It Gets

GUTS AND GLORY (MOSTLY GUTS) IN *BLACK HAWK DOWN*

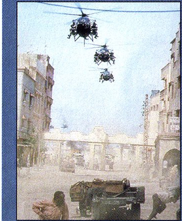
Over there in the review of *A Beautiful Mind*, I note that getting your history from Hollywood is a really bad idea—Hollywood's aims (to keep you entertained and buying stuff from the concession stand) are at variance with the aims of actual historians, who want to give a complete idea of what really went down. However, every once in a while, a film manages to stay close to the actual facts of an event—and by doing so, becomes actually a very good movie. Such is the case with *Black Hawk Down*.

BLACK HAWK DOWN
LEAVE NO MAN BEHIND

Black Hawk Down
Street Date: 6/11/2002
MSRP $27.96

The event in question is a 1993 Army Rangers raid in Somalia that became extensively FUBARed: The Rangers thought they'd be going in for a quick capture of some Somalian warlord's lieutenants—in and out in about an hour. Then one of the Rangers fell while rappelling down a rope, the Somalis started blasting at the Rangers in force, and finally, not one, but two Black Hawk helicopters were shot down, stranding the Rangers (and more elite Delta Force fighters) and forcing their "one-hour" mission to extend over the course of a night. In the end, 18 soldiers died and 70 or so were wounded.

Black Hawk doesn't try to sugarcoat any of the chaos that caused the mission to go so wildly off-script; instead, director Ridley Scott grabs you and puts you right at soldier level. After a year of stupidly sanitized war films like *Pearl Harbor* and *Behind Enemy Lines*, the bloody, anarchic savagery of the battles in *Black Hawk* is like a hard slap in the face—there's nothing the slightest bit romantic about what happens to our soldiers (or, to be fair, to the Somalis that are fighting them—an estimated 1,000 of whom died in the battle). It's also a reminder that as realistic and intense as this movie gets, what really happened in Somalia in 1993 was a great deal grimmer. *Pearl Harbor* certainly didn't have that (and ironically, both movies were made by the same producer and star Josh Hartnett. Go figure).



Scott, who was dissed by the Academy in 2000 when it made *Gladiator* Best Picture but didn't bother to nominate him for Best Director, got the richly deserved nod this time around. Scott has a not-entirely-unfair reputation for making films that are more about lighting than about substance, but *Black Hawk* should silence anyone who maintains that Scott doesn't have the goods. This is arguably as real as war movies get, and that counts for something. DVD Extras: trailers, a making-of documentary and production notes.

Movie Score ●●●●◖
DVD Extras Score ●●

STAR WARS UPDATE

It may be three years away, but that doesn't mean the rumors (and occasional facts) about *Star Wars: Episode III* aren't circulating with force. A few of the cooler ones follow (plus some DVD news):

WOLVERINE THE JEDI?

At Indianapolis' recent Star Wars Celebration II, a fan asked Producer Rick McCallum if Hugh Jackman will be in *Episode III*. McCallum's simple response: "Yes, he is involved."

STAR WARS ON DVD

McCallum also gave an update on the status of the *Star Wars* movies not currently on DVD: "[*Episode II*] will come out much sooner than *Episode I* did. The real plan is to finish *Episode III*, get that DVD out, then really attack *IV*, *V* and *VI*."

BOBA FETT?! WHERE?

In *Episode III*. McCallum says so.

WHAT A WOOKIEE!

Will Chewbacca appear in *Episode III*? Maybe. Peter Mayhew (the dude in the Wookiee suit) mentioned at the Celebration that of all the classic trilogy characters, Hasbro is only planning on molding a new Chewie. Interesting.

ODDS AND ENDS

TheForce.net caught a few more tidbits from the con (minor spoilers). "Armageddon will take place," says the site. And "Darth Vader's armor will be seen on several different characters. It will all come together to make the final Vader armor in *Episode III*."

PADMÉ GETS FAT?

StarWars.com quotes Natalie Portman on Padmé's role in *Episode III* (minor spoilers): "I'm going to be with child," says Portman. "The next one, according to George, is going to be a tragedy. It's going to be sad, but I'm looking forward to having more to do."

Photo by Todd France Corbis/Outline

MEDIA MIX

THE WEB-SLINGER RETURNS

Yeah, yeah, yeah. With all the success of *Spider-Man* in May—not to mention the fact that its stars signed for three movies—it shouldn't surprise anyone that *Spider-Man 2* is in the early stages of production. But what might surprise you is just how much about the sequel, scheduled for a May 7, 2004, release, is already known.

You can blame (or perhaps thank) Kirsten Dunst for a bit of it. In addition to blurting out that Peter Parker doesn't get the girl in *Spider-Man* only days before the movie's release on *Letterman* (plus how much she absolutely hates her Toy Biz action figure), the beautiful blonde has also spilled the beans on Spidey's fearsome foes for the sequel. Talking to EW.com, Dunst revealed that she's heard the followup will feature the adamantium-armed Doctor Octopus as well as "a lizard thing"—whom we can only presume to be the Lizard.

Meanwhile, Tobey Maguire had some sequel talk of his own, as revealed to Howard Stern. "I'm probably going to have another girl, too, on the next movie," Maguire said. "I don't know [who], but I'm just saying I think we're going to bring another girl in."

Ultimately, what happens to Spidey lies in the hands of director Sam Raimi and new scriptwriters Alfred Gough and Miles Millar—who know a thing or two about the angst of teenaged superheroes themselves, since they're also the guys behind *Smallville*.

KEVIN SMITH: SPIDEY SCRIBE

Most people know Kevin Smith as a director likely to celebrate his love for superheroes in movies like *Mallrats* and *Jay and Silent Bob Strike Back*. But for the past few years, that passion has revealed itself to an even greater degree as the proud New Jersey native has written highly lauded stints on *Daredevil* and *Green Arrow*, pushing typically moderate-selling titles to the top of the charts. Now, Smith is set to assume the writing duties for *The Amazing Spider-Man*—as if this summer's blockbuster movie wasn't making it popular enough. Smith replaces the equally respected J. Michael Straczynski, who moves on to a new Spider-title himself.

In related news, Smith's *Spider-Man/Black Cat: The Evil That Men Do* miniseries hits comic shops in June. And in an unheard-of publicity move, he's scheduled as a guest on *The Tonight Show* for June 24—never before has someone plugged a comic book on a late-night talk show.

FERRELL SAYS FAREWELL TO *SNL*

Will Ferrell, arguably the superstar on *Saturday Night Live*, is leaving the show after seven years to pursue a career in film.

Well aware that he may have lingered at *SNL* for too long, Ferrell said he didn't want to be the guy who graduated from high-school but still hung out in a van trying to pick up high school girls.

His first post-*SNL* venture will be in the film *Old School*, releasing Sept. 27, in which Ferrell, Luke Wilson and Vince Vaughn play thirty-something buds who start their own fraternity next to a college.

DIESEL SAYS NO DICE

The star of *The Fast and the Furious* won't be returning for the sequel, and neither will director Rob Cohen. While many say that it wasn't a question of money, others are citing Vin Diesel's commitment to the *Pitch Black* sequel, *The Chronicles of Riddick*.

THE OSBOURNES, BABY, YEAH!

The Osbournes, MTV's mega-hit, has been extended two more seasons. But the cooler news: The Osbournes will show up as one of many surprises in this summer's *Austin Powers in Goldmember*.

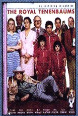
DVD NEWS

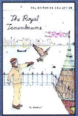
UNDEAD AHEAD

We've just uncovered news on the release of the *Resident Evil* SE DVD. The DVD will be out on July 30 and will feature audio commentary from Director Paul W.S. Anderson and the cast, five making-of mini-featurettes, filmographies and "whoopee!"—a Slipknot music video. It'll retail for $27.95.

THE ROYAL WE

Glance to the right and you'll see box art for the DVD release of Wes Anderson's *The Royal Tenenbaums*. The first is from Buena Vista's site, the other from Criterion's. While we're not yet sure which will be the final, we're hoping *Tenenbaums* mimics Criterion's *Rushmore*, since we favor Wes Anderson's bro's hand-drawings.





AT A CROSSROADS

Britney Spears. Whether you love her or hate her, you have to admit she's pretty hot. On July 23, you can buy into her big-screen debut, *Crossroads*. You're going to be shocked by the amount of extras. There will be a "The Making-Of Crossroads: 40 Days with Britney" featurette, videos and oh, so much more. And it'll cost $30.

TOP GAMES OF THE YEAR
COMMANDOS 2
GAMESPOT'S BEST OF 2001
COMPUTER GAMING WORLD
EDITORS' CHOICE

HISTORY IS IN YOUR HANDS.
DON'T SCREW IT UP.

EIDOS
INTERACTIVE
GAMES WITH CHARACTER

COMMANDOS 2
MEN OF COURAGE

IT'S WWII ALL OVER AGAIN.

TEEN
T
CONTENT RATED BY
ESRB

Blood
Violence

PYRO STUDIOS

PC CD

XBOX

PlayStation 2

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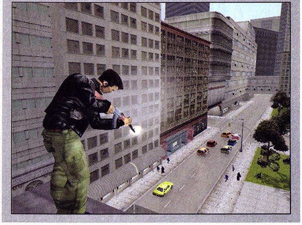
TOP 10 CHARTS

PS2 Top 10

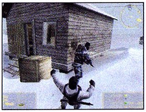
Let's talk market saturation, shall we? Rockstar and EA Sports are doing their part to make sure you're buying only their games. But for every *GTA3*, there's a *State of Emergency*. And for every *Knockout Kings*, there's a *Triple Play*.

	Last Month	Title / Publisher	Rating
1	1	Grand Theft Auto III *Rockstar* We've run out of things to say. This game has been too popular for too long. We have a list of jokes and cracks and puns to make for every game ever made. But that list is only so deep. Wait—we've got it. We'll send you away from this space with something you can really use. Not a trick, but a further immersion into *GTA3*. OK, you know the ads you hear on the radio? Or see on billboards? Go to them when you're online. Here are a few : www.lovemedia.tv, www.sleepofflard.com, www.petsovernight.com. Pretty sweet.	●●●●●
2	—	Virtua Fighter 4 *Sega*	●●●●●
3	2	Knockout Kings 2002 *EA Sports*	●●●●
4	3	Tiger Woods PGA Tour 2002 *EA Sports*	●●●●
5	—	Triple Play 2002 *EA Sports* You're kidding, right? *Triple Play* has sold more this month than *All-Star Baseball* and *High Heat*. Does anyone sense that the public likes games that abuse the lowest common denominator?	●●
6	5	Max Payne *Rockstar*	●●●●
7	7	All-Star Baseball 2003 *Acclaim*	●●●◖
8	4	State of Emergency *Rockstar*	●●●
9	6	Final Fantasy X *Square EA*	●●●●●
10	10	Gran Turismo 3: A-spec *Sony CEA*	●●●●●



Source: NPDFunworld TRSTS Service, March 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games

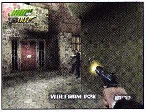


1	SOCOM Navy SEALs	*Sony CEA*
2	Final Fantasy XI	*Square EA*
3	Kingdom Hearts	*Square EA*
4	Auto Modellista	*Capcom*
5	NCAA Football 2003	*EA Sports*
6	Stuntman	*Atari*
7	Onimusha 2	*Capcom*
8	Sly Cooper	*Sony CEA*
9	Tony Hawk 4	*Activision*
10	Superman: Apokolips	*Infogrames*

Japan's Top 10 PS2 Games

1	Kingdom Hearts	*Square*
2	Armored Core 3	*From Soft.*
3	One Piece Battle! 2	*Bandai*
4	Super Robot Taisen	*Banpresto*
5	Nobunaga's Ambition	*Koei*
6	Tekken 4	*Namco*
7	S. Tsuku 2002 Soccer	*Sega*
8	Onimusha 2	*Capcom*
9	Jikkyo Baseball 2002	*Konami*
10	Jissen Pachi-Slot	*Sammy*

Top Ten Decent PSone Movie Games



1	World Is Not Enough	*EA Games*
2	Tarzan	*Sony CEA*
3	Little Mermaid II	*THQ*
4	Emperor's New Groove	*Sony CEA*
5	Toy Story 2	*Activision*
6	Tomorrow Never Dies	*EA Games*
7	102 Dalmatians	*Eidos*
8	Star Wars: Ph. Menace	*LucasArts*
9	Alien Resurrection	*Fox Int.*
10	The Mummy	*Konami*

Top 10-Selling Games, All Systems

1	Sup. Mario Adv. 2 (GBA)	*Nintendo*
2	Grand Theft Auto III (PS2)	*Rockstar*
3	Virtua Fighter 4 (PS2)	*Sega*
4	Sonic Advance (GBA)	*Sega*
5	Sonic Adv. 2 (NGC)	*Sega*
6	Bond: Ag. Und. Fire (PS2)	*EA Games*
7	Grand Theft Auto 2 (PS1)	*Rockstar*
8	Motocross Mania (PS1)	*Take 2*
9	Knock. Kings 2002 (PS2)	*EA Sports*
10	Tiger Woods 2002 (PS2)	*EA Sports*

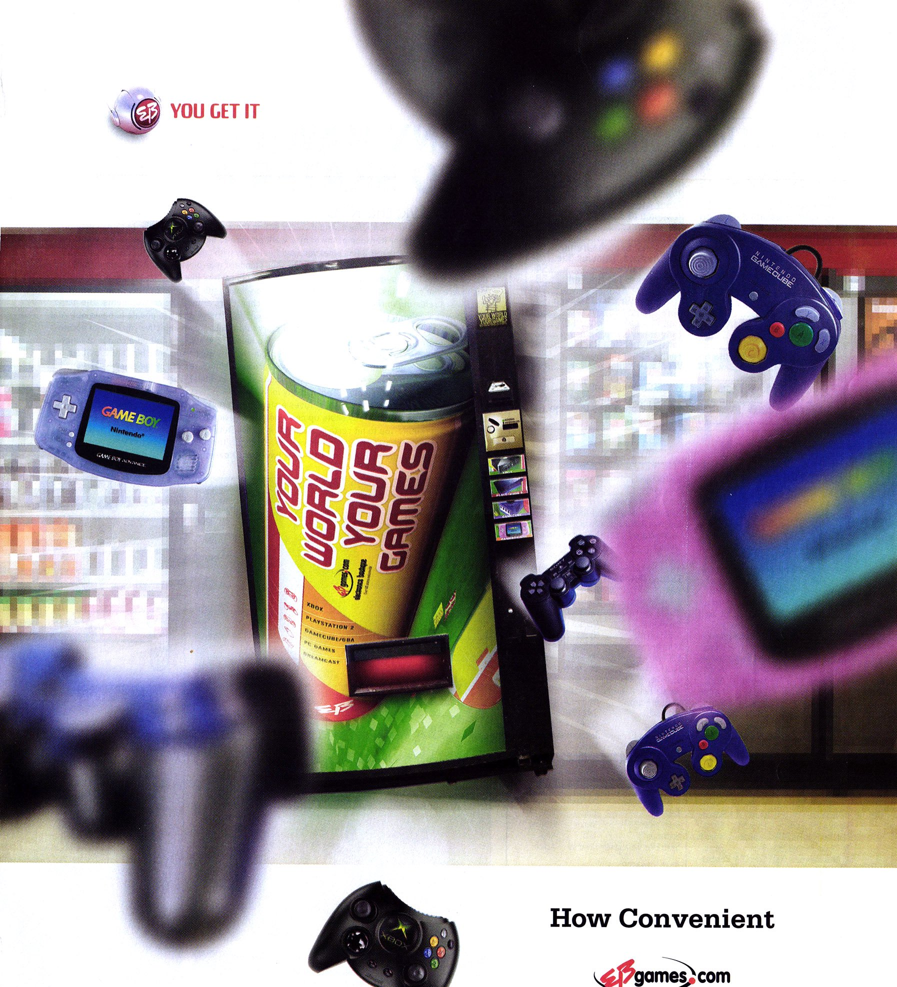
PSone Top 10

Is it strange that *IHRA Drag Racing* and *Bowling* are still on this chart? In one game you hold down the X button; in the other game you touch the X button once. Then again, *Motocross Mania*, which features no mania whatsoever, is at No. 2. What gives?

	Last Month	Title / Publisher	Rating
1	1	Grand Theft Auto 2 *Rockstar* Rockstar's claim on the top spot of this chart should continue for quite some time. We're waiting (impatiently) for *The Italian Job* to start its run at No. 1 on the PSone chart. But it hasn't started yet. It takes time, but for $10, there's just no other new PSone game on the market that's worth buying. As for *Grand Theft Auto 2*, what more is there to say? The owners of this game are working for a living, doling out popcorn at the local theater—all in hopes of getting enough scratch together to buy a PS2. Smart people.	●●●
2	2	Motocross Mania *Take 2 Interactive*	●
3	3	Driver 2 *Atari*	●●●●
4	4	SpongeBob SquarePants *THQ*	●●
5	5	IHRA Drag Racing *Bethesda*	◖
6	—	Digimon Rumble Arena *Bandai*	●●●◖
7	6	Gran Turismo 2 *Sony CEA* Can we step back and consider how amazing it is that this game is still selling? You'd think everyone had bought it by now. Guess there are more PSones out there than everyone thinks.	●●●●●
8	8	Army Men: Team Assault *3DO*	[NOT RATED]
9	7	Grand Theft Auto *Rockstar*	●●◖
10	10	Bowling *Agetec*	●●

$1640
X1
X5
50
SLOW

Source: NPDFunworld TRSTS Service, March 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.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Coming Soon

PLAYSTATION 2

June

Commandos 2	Eidos	Strategy
Dropship	Bam!	Action
Endgame	Empire	Light Gun
Freekstyle	EA Big	X-Sports
Gravity Games Bike	Midway	X-Sports
Jimmy Neutron	THQ	Action
Legion: Legend of Excalibur	Midway	Strategy
Lethal Skies	Sammy	Shooter
Medal of Honor: Frontline	EA Games	FPS
MLB SlugFest 20-03	Midway	Sports
MX Superfly	THQ	X-Sports
Prizm: The Dark Unicorn	TDK	RPG
Pro Race Driver	Codemasters	Racing
Riding Spirits	Bam!	Racing
Soccer Mania	EA Games	Sports
Stuntman	Atari	Action
Tom & Jerry	NewKidCo	Action
UFC: Throwdown	Crave	Fighting
Wipeout Fusion	Bam!	Racing
WWII: Prisoner of War	Codemasters	Adv.

July

Mark of Kri	Sony CEA	Action
NCAA Football 2003	EA Sports	Sports
Sky Gunner	Atlus	Shooter
Tennis 2K2	Sega	Sports

August

Armored Core 3	Agetec	Action
Dragon's Lair 3D	Encore	Action
H2Overdrive	Crave	Racing
Madden NFL 2003	EA Sports	Sports
Mat Hoffman's Pro BMX 2	Activision	X-Sports
NCAA Col. Football 2K3	Sega	Sports
NCAA GameBreaker 2003	Sony CEA	Sports
NFL 2K3	Sega	Sports
NFL Quarterback Club '03	Acclaim	Sports
Reign of Fire	Bam!	Action
RLH: Run Like Hell	Interplay	Action
Romance of 3 Kingdoms 7	Koei	Strategy
SOCOM: U.S. Navy SEALs	Sony CEA	Action
Street Hoops	Activision	Sports
The Terminator: DOF	Infogrames	Action
The Thing	Universal	Adv.
Turok: Evolution	Acclaim	FPS
V.I.P.	Ubi Soft	Action

September

Armada 2: Star Comm.	Metro3D	Action
Dino Stalker	Capcom	Light Gun
Egg Mania	Kemco	Puzzle
Ghost Master	Empire	Adv.
Kelly Slater's Pro Surfer	Activision	X-Sports
Legend of Legaia	Fresh Games	RPG
Need for Speed: HP2	EA Games	Action
Onimusha 2	Capcom	Adv.
Robot Alchemic Drive	Enix	Action
Simpsons Skateboarding	EA Games	X-Sports
Superman: Apokolips	Infogrames	Action
Taz: Wanted	Infogrames	Action
Tekken 4	Namco	Fighting
Vexx	Acclaim	Action
X-Men: Next Dimension	Activision	Fighting

Future Releases

.hack	Bandai	Action
Auto Modellista	Capcom	Racing
Blade 2	Activision	Action
BloodRayne	Majesco	Action
Dead to Rights	Namco	Action
Defender	Midway	Action
Evil Twin	Ubi Soft	Action
Final Fantasy XI	Square EA	RPG
JoJo's Bizarre Adventure	Capcom	Fighting
Jurassic Park: P. Genesis	Universal	Sim
Kingdom Hearts	Square EA	RPG
Lilo & Stitch	Sony CEA	Action
The Lost	Crave	Adv.
Men in Black II	Infogrames	Action
Mortal Kombat: DA	Midway	Fighting
MS Gundam: Fed. Vs. Zeon	Bandai	Action
MS Gundam: Lost War	Bandai	Action
Pac-Man Fever	Namco	Party
Rayman 3: Hoodlum Havoc	Ubi Soft	Action
Red Dead Revolver	Capcom	Action
RoboCop	Titus	FPS
Soul Calibur 2	Namco	Fighting
Summoner 2	THQ	RPG
Spyro: Enter the Dragonfly	Universal	Action

PS ONE

June

Delta Force: Urban War	NovaLogic	FPS
Dracula: Last Sanctuary	DreamCatcher	Adv.
Lilo & Stitch	Sony CEA	Action
MLB 2003	Sony CEA	Sports
Planet of the Apes	Ubi Soft	Adv.
Rainbow Six: Lone Wolf	Ubi Soft	Action
Spec Ops: Airborne Div.	Take 2	Action
Super Shot Soccer	Tecmo	Sports

July

Austin Powers Pinball	Take 2	Pinball
c-12: Final Resistance	Sony CEA	Action
Gundam Battle 2	Bandai	Action
Stuart Little 2	Sony CEA	Action

Future Releases

NFL GameDay 2003	Sony CEA	Sports
The Pink Panther	DreamCatcher	Action

TONY HAWK'S PRO SKATER 4

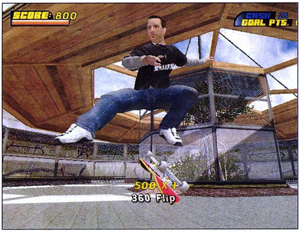
HANDS-ON PREVIEW

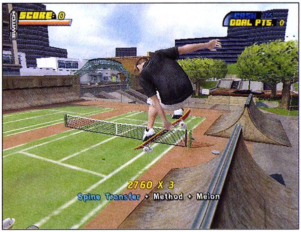
Tony Hawk: the RPG

Another year, another *Tony Hawk*. And if you're sitting there wondering what the heck will inspire you to play yet another iteration of the game...well, prepare to be surprised yet again. We were.

Tony Hawk's Pro Skater 4 has what you could get away with calling an RPG mode. Though actually the new Career mode, it plays similarly to your standard role-playing game. No, don't freak out—we're not talking about drawn-out storylines and characters like Rikku in the game (though, if such were the case, this would be the first-ever action-sports title touched by Gary Steinman). No, what we're referring to regards the interaction with characters around the environments. The game allows you an unlimited amount of time to skate about, do tricks and talk to people hanging out. And the cool thing is, each person has some sort of story that relates to an objective you have to accomplish. For example, come across a photographer and he might ask you to pull off a couple of fancy moves for a photo shoot he's working on. Or, talk to a security guard and hear him tell you about a bunch of kids he's going to bust for skating on his property (which results in the objective of you skating across town as fast as possible to warn your skater buddies). This interaction adds a whole lot of fun, not to mention plenty of replayability in the game.

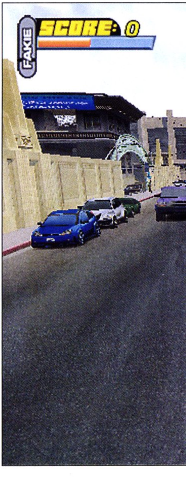
Naturally, this year's version also includes a slew of new moves. To pull off a Spine Transfer, for example, you must successfully skate up one side of a wall and down the other. Additionally, new combo goals require you to hit certain letters all in a row. Developer **Neversoft** also plans to include a park editor and a skater creator in this version. Strangely though, **Activision** has yet to reveal any online plans for the game. But that's OK—they have until **November** to do so.

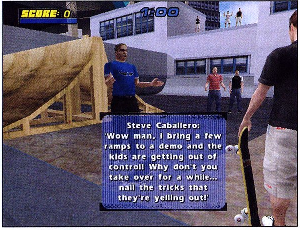




Play Tennis and More!

See that tennis court in the background in the screen above? Well, it's not just there for decoration. If you venture over to talk to the lonely tennis player, he'll ask you for a match—and it's time for you to volley it up! Didn't pack a racket with you? No problem! Your skateboard fits the bill just fine. And if you think that sounds crazy, check this out: There's a basketball minigame too!

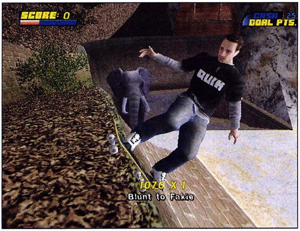




Steve Caballero:
'Wow man, I bring a few ramps to a demo and the kids are getting out of control! Why don't you take over for a while... nail the tricks that they're yelling out!'

Challenges

One thing's pretty clear about this year's version of *Tony Hawk*: There's a *lot* more to do. For example, the game keeps things fresh with challenges—talk to some skaters and they'll ask you to pull off certain sets of tricks. Succeeding in your challenge sometimes even changes the environments, as your taskmasters place different ramps in different locations for you to trick off of each time. Talk to Jamie Thomas (voiced by himself), for instance, and he'll give you a couple of his pro sets.



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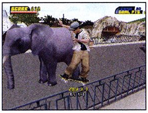
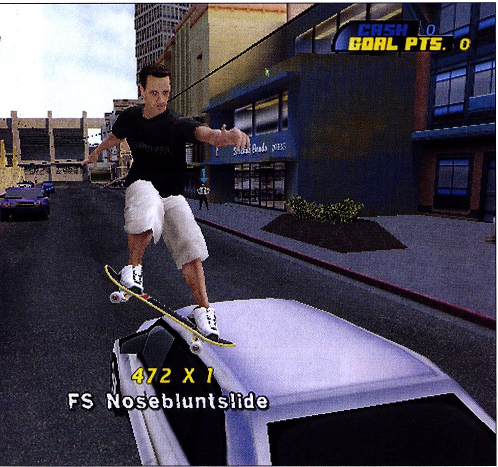


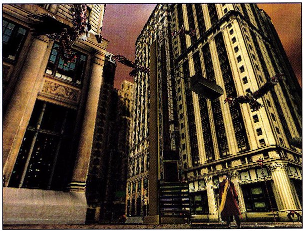


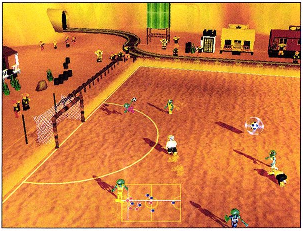
DEVIL MAY CRY 2

FIRST LOOK

Not too surprised, are you?

No two ways about it: *Devil May Cry* kicked ass. So should it really surprise anyone that **Capcom** plans to bring Dante back for a sequel? It's still a long way off at this point—don't look for the game until **winter** at the very earliest—but *Devil May Cry 2* seems primed to offer everything the last one did and more. Early word suggests a longer game that, unlike the original, actually takes place mainly outside. Dante's arsenal of cool weapons and devastating moves should increase, as well. But the biggest change this time? A yet-to-be-named heroine joins Dante as a playable character. And no, it's not Trish.





Soccer Mania

It's not part of the game's title, but those are indeed Lego people playing a rough-and-tumble footie match. And why not? After all, Lego has a line of soccer-related action playsets, and it's also a World Cup year, so it makes sense for **EA** to release this game, due out any day now. As you'd suspect, *Soccer Mania* is a lighthearted arcadey game with customizable teams and 23 themed stadiums. Good for kids, sure, but here's hoping casual sports gamers will get a kick out of this one as well.

Tenchu 3: Wrath of Heaven

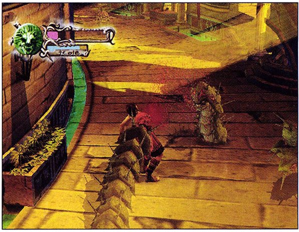
Since it won't be ready until next **spring**, **Activision** doesn't have a whole lot of new information to pass on about the next offering in its ninja series, the first true sequel to the original (*Tenchu 2* was a prequel). However, the company did recently present a video of gameplay that revealed, among other things, two of the three playable characters. We were also interested to learn of the new two-player co-op mode, whose details you can be sure to read about in the coming months.

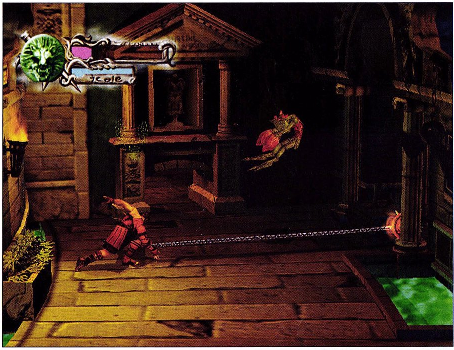
RYGAR

HANDS-ON PREVIEW

The return of a Greek gaming hero

For those of us who started gaming when *The Legend of Zelda* was a state-of-the-art, revolutionary graphical masterpiece, the name Rygar might sound familiar—he was quite the star on the NES way back in the day. Yeah, that dude—the guy who used that giant yo-yo thing to hit stuff. Well, after more than 15 years of lying low, he's finally returned. And a lot has changed since the '80s! Most obviously, you might say that PS2 graphics exceed those of an 8-bit system. The backdrops, very Greek in nature, overflow with detail, and the camera moves in much the same way as *Devil May Cry*. But certain gameplay staples have stayed very much intact, with the Diskarmor (you know...the yo-yo thing) as your weapon. And just wait until you get to use it on the fantastic-looking bosses! **Tecmo** ships *Rygar* this **October**.





The Diskarmor

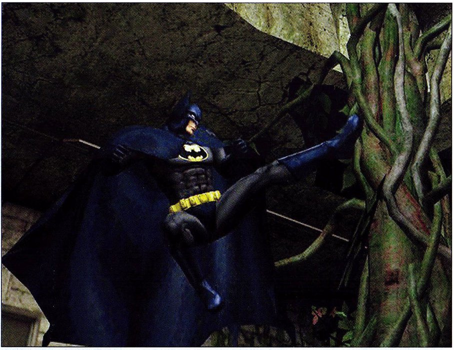
So, what's a Diskarmor? Just imagine a spiked, spinning discus attached to a long chain. As Rygar's primary means for attack, he throws it in a similar manner to a yo-yo, also using it as a shield or a grappling hook. And he'll have more than one of them throughout the course of the game, collecting Diskarmors that allow for special magic attacks, such as fire, lightning or water.

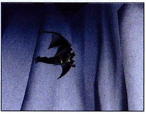
BATMAN: DARK TOMORROW

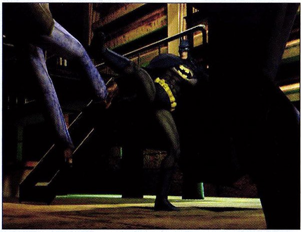
FIRST LOOK

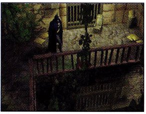
Can Kemco erase its dark *yesterday*?

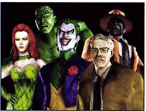
Two years ago, Batman fans hoping for the best in *Batman Beyond: Return of the Joker* instead got the worst PS one game of the year. The guilty developer? **Kemco**. Well, guess what, Bat-maniacs? Not only is Kemco developing *Batman: Dark Tomorrow*, but it will also publish the game this **November**. Know what, though? We're willing to give *Tomorrow* the benefit of the doubt for now—we'll even go so far as to say we're looking forward to it. For one thing, we haven't seen a Batman game based on the comic-book look (as opposed to an animated series- or movie-based title) since *Batman: Revenge of the Joker* hit Genesis in '92. And based on the screens (GameCube for now; we'll see PS2 ones shortly), we've gotta say we like where Kemco's headed. A story written by DC Comics doesn't hurt, either—nor does knowing that the guy leading the team is Kenji Terada, responsible for such greats as the first two *Final Fantasy* games (NES) and *Dark Wizard* (Sega CD).





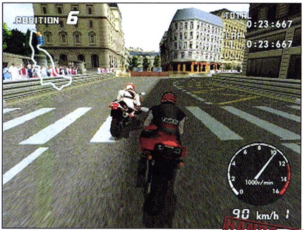






Story and Characters

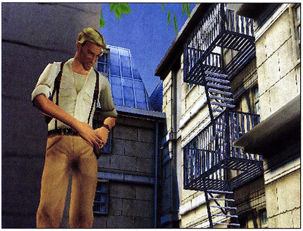
While much of *Dark Tomorrow*'s plot remains undisclosed, we do know this much: Apparently, Batman takes it upon himself to investigate the mysterious disappearance of Commissioner Gordon. His adventure leads him everywhere from the sewers of Gotham City to the infamous Arkham Asylum. Of course, the Joker's involved, as are other supervillains like Poison Ivy, Killer Croc and Blackmask.

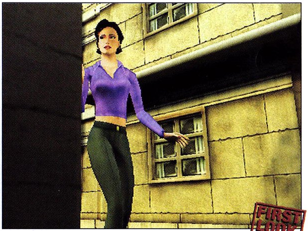


HANDS-ON PREVIEW

Riding Spirits

When we loaded up this playable of **Bam!**'s new motorcycle racer, we had to do a double-take on the developer. If we didn't know better, we'd think this was developed by Polyphony, because so much of the game looks like *Gran Turismo 3*, it's creepy. But, of course, this is all about bikes—more than 150, to be more precise—and motorcycle fans will no doubt appreciate the *GT*-like depth. It remains to be seen whether quality will prove as similar, but we'll find out this **summer**.

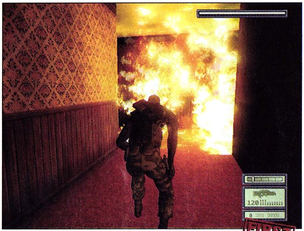




FIRST LOOK

Broken Sword: The Sleeping Dragon

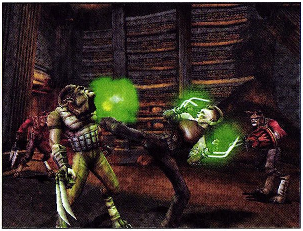
Now that LucasArts has proven the possibility of a quality point-and-click-style adventure on the PS2, **Revolution** is preparing the newest edition to its brilliantly written *Broken Sword* series. Due this **fall**, the game follows George and Nico through another sweeping quest—this time to save the world itself. "The technology is finally available," Revolution says, "to allow us to realize our vision for the next generation of the story-based game." We can't wait to see more.

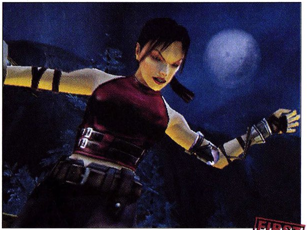


FIRST LOOK

Tom Clancy's Splinter Cell

Ubi Soft tries its hand at the burgeoning "stealth-action" genre with the significant support of novelist Tom Clancy. Though the game doesn't hit PS2 till **next year**, we can give you a few details: *Splinter Cell* puts players in the shoes of Sam Fisher, an agent for a secret U.S. government organization called Third Echelon—and a badass expected to rival Solid Snake himself—who comes with a huge arsenal of both high-tech gadgets and devastating hand-to-hand attacks. Cool!





FIRST LOOK

Primal

After the violent abduction of her boyfriend, a girl awakens from a coma in a world inhabited by strange demonic races. In *Primal*, guide Jen through the four kingdoms of Oblivion, switching between four kickass demonic forms as the story unfolds. A gargoyle named Scree accompanies you as a second playable character, useful not for combat but for his other skills—and puzzles may require the use of both. No **Sony** release date is official, but we expect to see it in **early 2003**.

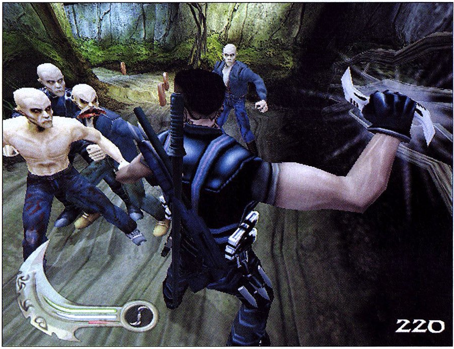
BLADE 2

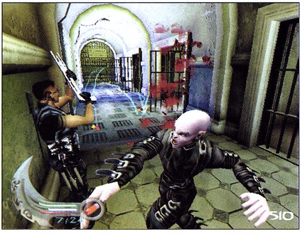
HANDS-ON PREVIEW

Not *quite* a movie-based game

With *Blade II* having performed admirably at the box office last spring, one might immediately assume that *Blade 2* the game is directly based on the film—but it's not. Technically speaking, **Activision** only has the rights to the comic-book Blade, not the big-screen version of the character...so it's not *really* a movie-based game. But that doesn't mean the developers at **Mucky Foot** aren't trying to make it feel like one.

For starters, the cool camera angles and frequent cutscenes give the game a very cinematic look. And just as in the PSone version, the character's resemblance to Wesley Snipes is just off enough to be safely distinguished. Also like the film, a slap of silver weaponry to a hostile vampire (some being Reapers, as depicted in the movie) disintegrates it into a cool, shiny dust. By consulting with David Goyer, the writer of both *Blade* flicks, the the creators not only ensure a deeper synergy between the game and the film, but also allow gamers to try out some of the weapons that didn't quite make the big screen. But just in case you don't feel like busting up a suckhead with the Daywalker's arsenal of guns, grenades, stakes, trademark sword and glaive, etc., Blade's fantastic martial-arts moves should do the trick. And perhaps the flat-out coolest thing about the game? Enter a room by kicking the door down—just 'cause you're a badass.





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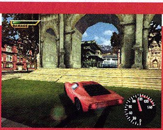

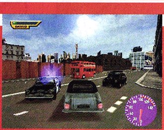

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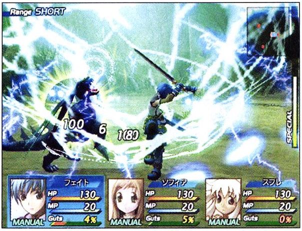
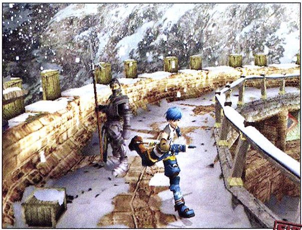
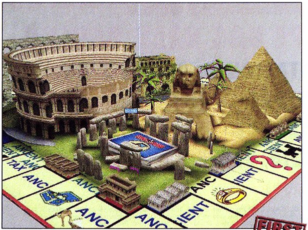




Star Ocean: Till the End of Time

FIRST LOOK

Picking up where *Star Ocean: The Second Story* left off, *End of Time* once again offers an epic, galaxy-spanning story along with *Star Ocean*'s beloved action-packed real-time battle system—but this time, all in 3D. Characters have full freedom to roam about during fights, which **Enix** tells us are frenetic, fast-paced and full of quick-shifting camera angles. If this turns out to be as good as its predecessor, then it just might be the first great RPG of **early 2003**.



Monopoly Party

FIRST LOOK

It was only a matter of time before **Infogrames** released a PS2 version of Monopoly, huh? Well, at least it isn't afraid to spice things up this **fall**, offering an on-screen take on the popular board game that differs a great deal from tradition. In a way, it replicates the countless alternate versions out there now (do we really need NASCAR Monopoly?)—only with unlicensed themes like ancient civilization and outer space. One cool new feature: All four players take turns simultaneously.

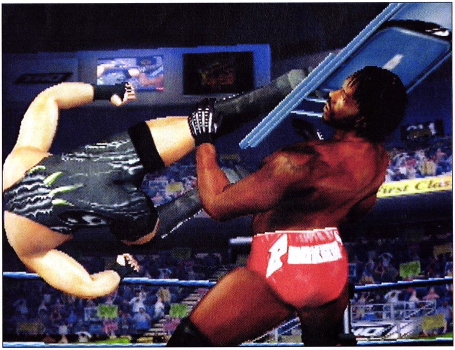
WWE SMACKDOWN! SHUT YOUR MOUTH

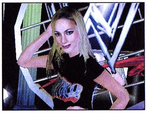
FIRST LOOK

Everything you love, now spelled with an "E," brother

We don't want you to strain your rasslin'-lovin' brain, but take a second to think about what features showed up on your wish list for **THQ**'s *Just Bring It* follow-up. Was it the chance to play with six players instead of four? Or that you wanted Hulk Hogan, Booker T, DDP and Ric Flair without having to create them yourself? Were you wishing for a better Create-a-Wrestler interface? A longer Story mode? Did you wish for a stuff-a-sock-in-it button for the constantly repeating commentary? All of that?

For us, it was the lack of supervixen Stacy Keibler. The good thing: All of the above concerns have been remedied along with lots of others. This **winter**, *Shut Your Mouth* is going to break down your door chock-full of double- and now triple-team moves, new commentary by Jim Ross and Jerry "The King" Lawler (along with last year's underachieving duo: Michael Cole and Tazz), plus all the wrestlers (and divas) you've been missing. But the sweetest feature: the opportunity to have a WWE draft.





Diva Fever

Stacy Keibler, that sweet, long-legged beauty to the left, will be one of the divas added to the *SmackDown!* stable (there will, indeed, be other babes). We know Vince McMahon adds beautiful women like Keibler to the WWE only to make us drool like bulldogs. But we believe Keibler to be the thinking-man's pretty lady. Maybe we're lame for excusing our affection for Stacy, but she's not burdened with a slattern porn queen name like Trish Stratus. Stacy's classy. You can tell by how elegant she looks in a G-string.

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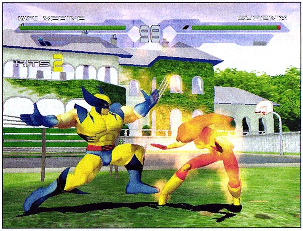
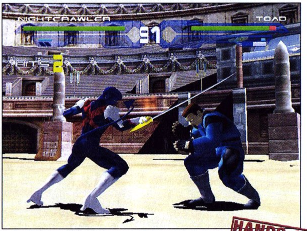
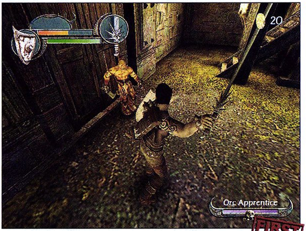




X-Men: Next Dimension

HANDS-ON PREVIEW

Remember the huge environments featured in *DOA2*? How they just seemed to go on forever? Well, imagine the same feature in an X-Men fighting game from **Activision**, and you have a decent idea of what to expect in the eight arenas for *Next Dimension* this **September**. Fall out the window of the Xavier mansion, for example, only to continue your duel in a courtyard...which might open up into the Blackbird's hangar. The game also boasts a deep Story mode (well, for a fighting game).



Enclave

FIRST LOOK

The interesting aspect of this fantasy-action game from **Conspiracy** and German-based developer **Starbreeze Studios** is that it allows you to play from both a first- and third-person perspective. Both come heavily into play—certain enemies are best taken out with projectiles, with others most suitable for hand-to-hand combat. It's actually quite fast and, unlike its Xbox counterpart that hits this summer, this **winter** release may actually have online multiplayer support.

RATCHET & CLANK

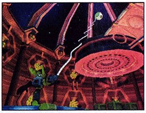
HANDS-ON PREVIEW

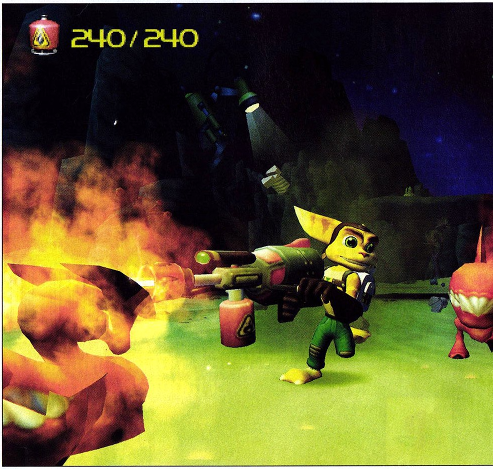
It's not the size of your robot...it's what you do with it

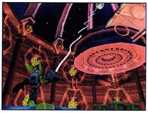
Similar in theme to console-mate *Jak and Daxter* (dynamic duo, huge environments, wisecrackin' attitude, et al), *Ratchet & Clank* seeks to one-up that dubious duo by offering an innovative weapon system (35 in all!) and more gameplay than you can throw a stick at. And judging from what **SCEA/Insomniac**'s put together, you'd better bring plenty of sticks. After all, when no less a man than Mark Cerny (*Sonic the Hedgehog*, *Crash*, *Spyro*, countless others) says, "I believe that this will be the gold standard by which character-action games are viewed. Mario had his five years in the sun as the standard. Now the world will be viewed through the eyes of Ratchet," then you had better believe that Insomniac is cooking up something good. But who exactly are Ratchet and Clank?

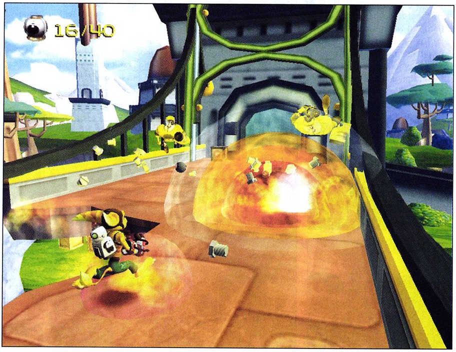
R&C is the story of two misfits who come from faraway places but, as luck would have it, happen to work great together. Ratchet is a furry, young mechanic who wants to get off of his home planet but lacks the parts to do so. In no time flat, he meets up with Clank, a "defective" robot (in this case, "defective" indicates an intelligent personality) who fell off an assembly line producing an army of evil (and *dumb*) robots for the malevolent alien race known as the Blaarg. The Blaarg have overpopulated their planet and are working to build a new one by taking pieces of other worlds and fitting them together to form a new one. When Clank crash-lands on Ratchet's world, the two meet and form an unlikely (and often adversarial) alliance determined to stop the Blaarg's destructive march.

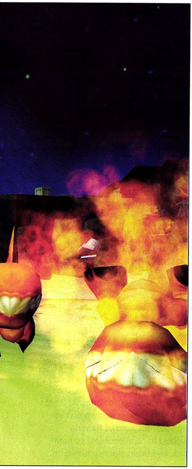
Using a purchase system reminiscent of *Maximo*, Ratchet earns the weapons and gadgets he buys by collecting various nuts and bolts that act as the game's currency. No collecting 100 fruits crap here! Besides the wide variety of weapons (which can be used to beat each level in a variety of ways), Ratchet can also upgrade Clank (who functions as a backpack) into myriad gadgets, such as a helicopter that lets the duo double-jump or slow their descent from a fall. It's innovations like this that will keep us champing at the bit between now and the game's **November** release.

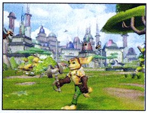






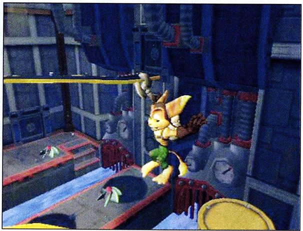


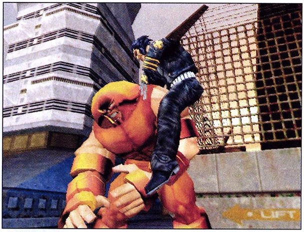


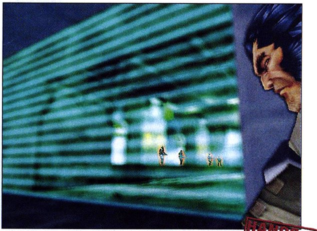


Lively Environments

Hats off to the guys at Insomniac. One look at the screens will tell you that the futuristic environments upon which our darling duo romp are something special. These "levels" are *huge*. In every direction, as far as the eye can see, the worlds our heroes traverse are packed with beautiful architecture, little fluffy clouds, eye-melting detail and loads of animated objects doing their own thang.



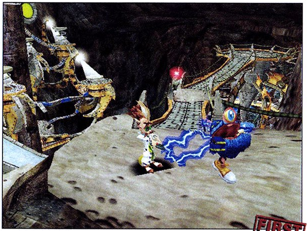




HANDS-ON PREVIEW

X-Men: Wolverine's Revenge

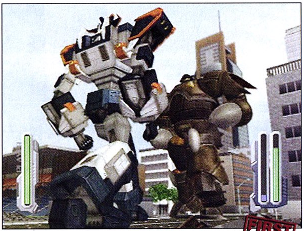
Even though we won't get *Wolverine's Revenge* from **Activision** until X^2 hits theaters next **May**, we've already seen the game in action—and we're pretty sure you'll want to sink your claws into this one, bub. Wolvie's faceoff with Juggernaut proves quite the battle, as you must coerce Xavier's bro into running into things in order to most effectively attack. But what most impressed us was that you can actually use his heightened senses to scope out situations, as seen above.



FIRST LOOK

Dr. Muto

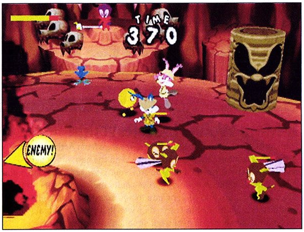
Check this out: Dr. Muto can mutate. Get it? Muto...mutate...hah! Muto is also a doctor—although we're not sure if he's a "real" doctor or just some chiropractor on an ego trip. Either way, he's the star of **Midway**'s new adventure platformer, due out this **winter**. The game is still early in development, but it's said to have a host of interesting features, like the abilities to control genetically engineered slaves and to steal DNA from all kinds of creatures. Plus, Dr. Muto can...mutate!

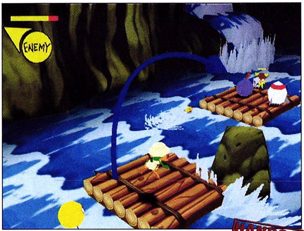


FIRST LOOK

Robot Alchemic Drive

We've yet to see *RAD* in action, but if **Enix**'s robot sim comes close to offering what it promises when it's released in **September**, then prepare yourself to be blown away. Get this: You pilot a 20-story-high robot via remote control. At the same time, you (as the pilot) have to duck and dodge falling debris, oncoming traffic and giant, squish-happy robot feet. Plus, *everything* in any environment can be leveled, hopefully leading to Godzilla-like frenzies of destruction.





HANDS-ON PREVIEW

Tiny Toons: Defenders of the Looneyverse

It's hard not to have fun with a Tiny Toons game—especially with a developer like **Treasure**. Our time with the title has offered some simple yet fun gameplay: Grab lots of objects and hurl them around while homing in on locations you want to warp to (as shown in the screen directly above). With four-player compatibility, *Defenders of the Looneyverse* is a definite for parties—plan one for **July**.

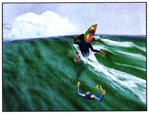
KELLY SLATER'S PRO SURFER

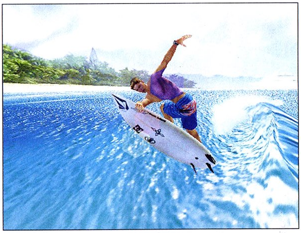
HANDS-ON PREVIEW

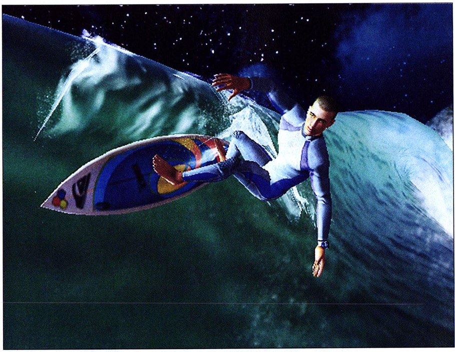
Mellow tunes and big waves just in time for summer

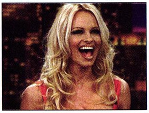
Go ahead, say it. Get it out of your system. Say it, or we will. OK, fine: "Tony Hawk on a surfboard." There. Now, get over it. What **Activision** really has with *Kelly Slater's Pro Surfer* is Kelly Slater on a surfboard. Maybe you like surfing; maybe you think it's for curly, blond-haired dudes with no ambition. But when it comes to *Slater*, it's all business and all kinds of fun.

The first thing you'll notice is the music. Soothing, settling, wonderful. We're hoping it sets the trend for future game music. Instead of MTV crapola, these tunes make us feel like we should ride a wave when we're listening. And isn't that the point? Of course, being confined to a wave may mean that you don't have the freewheeling control like in *Tony Hawk*, but it doesn't mean it's not any fun. The developers at **Treyarch** have taken great pains to blend realism and arcadey facets, so you ride realistically but can still pull off gnarly tricks. Surf's up this **summer.**









Ladies Love Surfer Dudes

If you think surfing is for jobless losers who have no ambition, then you'd be right. But Kelly Slater isn't your typical surfer bum. At least not when it comes to scoring with one of the hottest women on the planet. While working on *Baywatch* in 1992, Slater met Pamela Anderson. At the time, both were involved in relationships, so nothing happened. But later, the two dated. And later, the two broke up.

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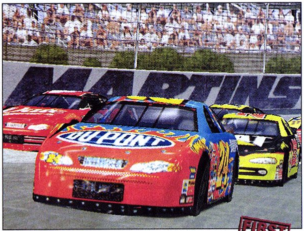
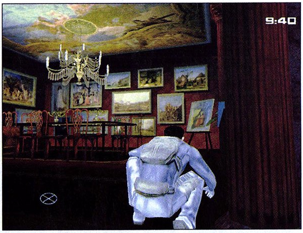
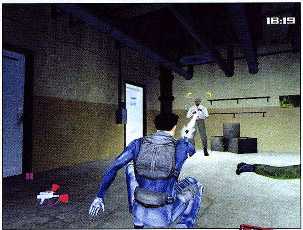


FIRST LOOK

NASCAR Heat 2: Road to the Championship

Now that EA Sports has reclaimed the "best NASCAR game out there" title with *NASCAR Thunder 2002*, we'll be interested to see if *Heat 2* returns **Infogrames** to the lead poll position this **November**. With the game's new Career mode, you can gain and lose sponsorships, use more than 100 parts to upgrade cars, play in four distinct leagues (even the Craftsman Truck Series) and more, all across 31 tracks.





FIRST LOOK

Mission: Impossible–Operation Surma

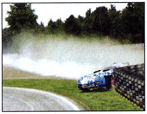
Infogrames/Atari brings back *Mission: Impossible* with more of an emphasis on strategy and stealth than full-blown action. This time, you'll work with an entire IMF team to combat the effects of a devastating computer virus. You can expect all the high-tech gadgetry and disguises you'd associate with *Mission: Impossible*, plus a wide variety of locales set all over the world. Look for the game this **fall**.

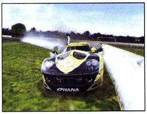
PRO RACE DRIVER

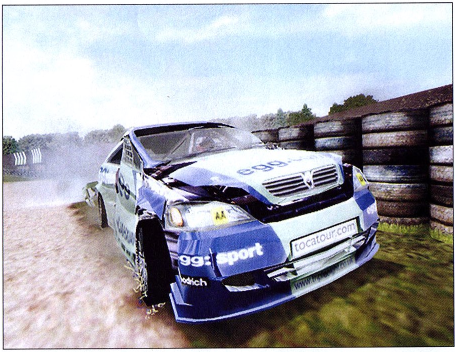
A story-driven racer

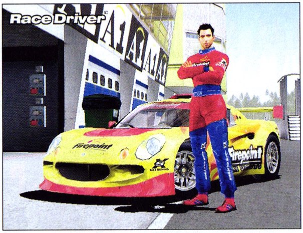
As a sort of pseudosequel to 1999's excellent *Touring Car Challenge: TOCA 2*, **Codemasters** brings us a bit of a different take on driving games with *Pro Race Driver*. Unlike most racing games, this one places a heavy emphasis on story, as you assume the role of an up-and-comer named Ryan McKane. Throughout the course of events, Ryan develops friendships and rivalries with other racers on the circuit, which also affect what transpires on the game's 30 real tracks. Also during a race, Ryan's crew advises him about race strategy, weather, his opponents and the general state of his car—which can get pretty banged up, as shown by the realistic damage.

Codemasters seems particularly excited about the game's cutscenes, which last between 15 and 45 seconds each so as not deter from gameplay. Developed with the cooperation of professional film producers, each scene was motion-captured with an entire cast of actors who recorded their speech at the same time their movements were captured—quite the departure from the normal method of recording one at a time, with totally separate sessions for voiceovers. We'll see if it works this **June**.









Ryan's Song

Here's what fictional *Pro Race Driver* star Ryan McKae has to say about his motivation: "Well, it's like this, ya know. My father and brother, they're good drivers...but I'm real good too. They never gave me the chance to prove it. It was like 'Donnie this,' 'Donnie that'—and now my father's gone. He's gone, ya know. The only way he'd take notice of me is, like, to beat Donnie on the track. Beating him on the track is the only way I'll get my dues. I can do it."

ARE YOU A MASTER GAMER?

Six lucky kids, ages 12-17, will be selected to bring three friends each on a 4-day/3-night trip to New York City. The six winners will then compete for $10,000 cash in the Ultimate RZone Video Game Challenge at the new Toys"R"Us store in Times Square. You pick the platform, we take care of the rest.

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Random drawings will be conducted on or about 11/18/02 from among all eligible mail entries and entries forwarded by participating Toys"R"Us stores and received by Little & King Co., LLC, an independent judging organization whose decisions are final on all matters relating to this promotion. Grand Prize Semi-Finalists will be randomly chosen according to the game system specified. First, Second and Third Prize winners will be randomly chosen from among all eligible entries received. Odds of winning will depend on the total number of eligible entries received. Approximately 3.2 million entry forms will be distributed nationwide during the promotion period.**3**. PRIZES: GRAND PRIZE SEMI-FINALISTS (6 WINNERS TOTAL: 2 Playstation 2 winners, 2 Game Cube winners, 2 X-Box winners): Each semi-finalist winner will receive a 4-day/3-night trip for family of four (2 adults and 2 children) to New York City to compete on a randomly determined game (as determined by sponsor) on his/her chosen system. Semi-Finalists will be given a list of 3 games to practice on their system at least 30 days prior to the competition. Competition will take place at a local New York Toys"R"Us location to be determined by sponsor. Each semi-finalist winner will compete against one other semi-finalist winner to determine the "Ultimate Toys"R"Us R-Zone Arcade Champion" of each game system. Each trip will include round-trip coach airfare from the major airport nearest the winner's home, (unless winner resides within 200 miles of New York City in which event ground transportation will be provided), hotel accommodations for four (one room, double occupancy), ground transportation to/from airport/hotel and $500 spending money. All members of party must travel together and leave/return to same destination. Trip subject to availability and certain restrictions/blackout dates may apply. Other expenses and incidentals not mentioned herein are winner's responsibility. If a winner is unable to take trip within specified time period, prize may be forfeited and an alternate winner may be randomly selected. Approximate Retail Value ("ARV"): $5,500.00 each. GRAND PRIZE FINALISTS (3): The top scorer of each game system competition (Playstation 2. Game Cube and X Box) will be determined by an official judge present at the event. In the event that there is a tie, the semi-finalists will compete again until a high scorer is determined. Each of the 3 finalists will receive $10,000.00 cash. ARV: $10,000.00 each. Each of the 3 Runner-up winners will receive a $1,000.00 R-Zone Shopping Spree. ARV: $1,000.00 each. FIRST PRIZE (10): $250.00 R-Zone Shopping Spree. SECOND PRIZE (100): $50.00 Toysrus.com Shopping Spree. Awarded as a $100.00 Toysrus.com gift certificate (Internet gift certificate is only valid for purchases at http://www.toysrus.com website). THIRD PRIZE (250): $25.00 R-Zone Shopping Spree. All prizes designated as "Shopping Spree" will be awarded as a Toys"R"Us gift card. Total Retail Value of all prizes: $79,750.00. **4**. CONSUMER DISCLOSURE: No purchase or payment of any kind is necessary to enter or win. You have not yet won. Value/Odds of each prize: Grand Prize Finalist: Value: $15,500.00. Grand Prize Semi-Finalist: Value: $6,500.00. First Prize: Value: $250.00 each. Second Prize: Value: $50.00 each. Third Prize: Value: $25.00 each. Odds of winning Grand Prize Semi-Finalist, First, Second and Third Prizes will depend on the total number of eligible entries received. Grand Prize finalists will be determined by an official judge to be the highest scorer of each game system competition. Game sponsored by Toys"R"Us, Inc., 461 From Rd., Paramus, NJ 07652. Game ends 10/12/02. **5**. Potential winners will be notified by mail. Winners may be required to sign an Affidavit of Eligibility/Liability Release (and where legally permissible a Publicity Release) within 14 days of notification date or sponsor reserves the right to randomly select an alternate winner. Affidavit of Liability Release (and where permissible a Publicity Release) will be required for all traveling companions of winners. Limit one prize per person, family or household. No cash alternative, substitution or transfer of prize permitted, unless prize becomes unavailable, in which case a prize of equal or greater value will be substituted at the sole determination of Sponsor. Return of any prize/prize notification as undeliverable may result in disqualification with an alternate winner selected. Taxes, if any, are the responsibility of the winner. By entering, entrant agrees to abide by and be bound by these Official Rules. Winners consent to use of their name and likeness for advertising/publicity purposes without additional compensation, except where prohibited by law. Grand Prize trip will be awarded in the name of the parent or legal guardian who must execute and return all required documentation and accompany minor on trip. Entrants hereby release and hold harmless Toys"R"Us, Inc., Little & King Co., LLC, and their respective subsidiaries, related entities, affiliates, and agencies from any and all claims, demands, losses and liabilities arising out of this promotion or the prizes awarded hereunder. Sponsor assumes no liability or responsibility for damages, losses or injury resulting from this sweepstakes or the acceptance or use of the prizes. **6**. Sweepstakes open to legal U.S. residents between 12 -17 years of age. Void in Puerto Rico and where prohibited or restricted by law. Employees and immediate families (parents, children or siblings, whether or not the individual lives in the same household) of Toys"R"Us, Inc., Little & King Co., LLC, and their respective parent companies, affiliates, subsidiaries, advertising, promotion and fulfillment agencies, and the persons with whom each of the above are domiciled and their respective subsidiaries, related entities, agencies and affiliates are not eligible. Offer void where prohibited or restricted by law. All federal, state, and local laws and regulations apply. Toys"R"Us, Inc. not responsible for late, lost, illegible, mutilated or misdirected entries or entries not properly forwarded by a participating store. Entry materials that have been tampered with or altered are void. If the judges determine, in their sole discretion, that there is any suspected tampering with the sweepstakes that compromise the integrity of the sweepstakes, the judges reserve the right to void the entries at issue and/or terminate or modify the sweepstakes and/or conduct a random drawing to award the prize(s) using all eligible entries received as of the termination date. If the sweepstakes is terminated due to tampering prior to its expiration date, notice will be posted at participating Toys"R"Us stores. Any attempt to deliberately damage the content or operation of this sweepstakes is unlawful and subject to legal action. **7**. For a list of major prize winners, send a self addressed stamped envelope to: "R Zone Arcade Challenge Winners", 1040 6th Ave., 20th Floor, Dept. DJ, New York, NY 10018 by 11/29/02. **8**. To remove your name from future Toys"R"Us sweepstakes and/or contest mailings please call 1-888-TOYSRUS.

Enter for a chance to compete. Sweepstakes open through June 29th.

R ZONE only at TOYS"R"US

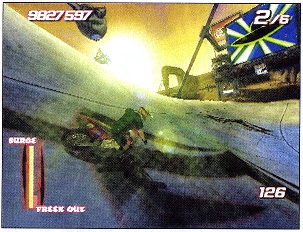
FREEKSTYLE

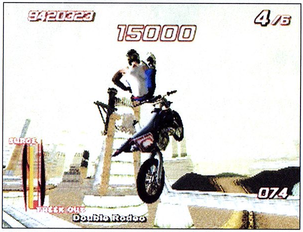
HANDS-ON PREVIEW

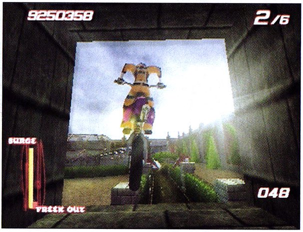
The need for speed

All of you dirt-bike owners waiting for the *SSX* conversion from snow to dirt have little wait left. **EA Big** should have *Freekstyle* to you in **June**. So, does it seem worth its weight in DVD disc? So far, we say yes. While we thought the game was too *SSX* out of the gates, some recent polish and refinement have increased our enjoyment of the adrenalized rides down these vast tracks.

As a departure from *SSX*, you'll instantly feel like the controls are simpler. Pulling off tricks is a matter of getting air, holding a direction and pressing a button. Of course, that's for the less animation-savvy, mind-blowing tricks, but as you master the game, you'll see there's plenty more. And the animations incorporated look worthy of the EA Big tag. We don't know what else it's got in store, but *Freekstyle* is another step in the right direction.







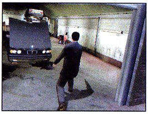
THE GETAWAY

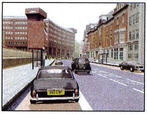
Three years in development...and it shows

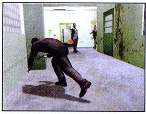
The heart of London's Soho, the seedy underbelly of England's capital city, plays host to a team made up of some of **Sony**'s finest development talent—writing a game about the seedy underbelly of London. Kind of appropriate, don't you think?

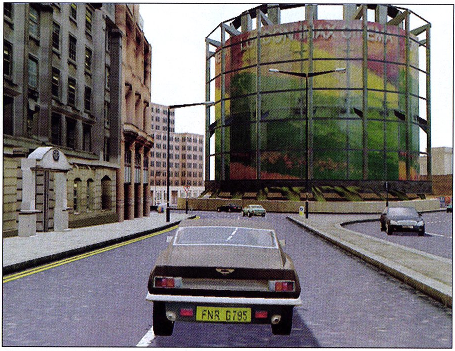
In *The Getaway*, you play Mark Hammond, a reformed hard man framed for his wife's murder by an East End gangster named Charlie Jolson, who forces Mark to embark on a one-man crime spree—or his kid buys the farm. As the plot's climax nears, you switch to a second character, Frank Carter, an ex-cop with a grudge. By the final curtain, the two story strands merge as one.

The game combines frantic driving sections interspersed with stealthy third-person action, split roughly 60-40, respectively. A typical mission might involve chasing a bunch of bad guys through town to a warehouse, then fighting your way on foot through a set of buildings, only to leap into another car as the action shifts to another location. Over 40 square miles of London are accurately mapped—the artists spent three years taking literally millions of photos of the city. *The Getaway* looks fantastic already, which bodes well for its final release this **winter**.



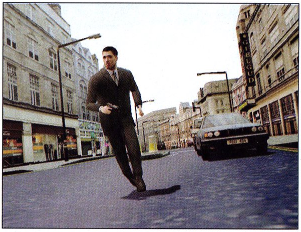






Motion Capture

Cutscenes feature a revolutionary magnetic motion-capture system that uses the in-game engine. Gavin Moore, director of animation, explains: "Unlike with an optical system, we can have five actors in a scene with wooden props, and we can record the sound at the same time. I can display the motion of the actors simultaneously on a screen, using the actual game characters in the game environment." The only restriction? No metal can be present on set or else the system goes haywire!



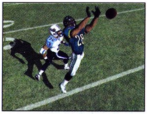
MADDEN NFL 2003

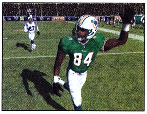
HANDS-ON PREVIEW

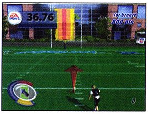
Online is so fine, but it's one of many improvements

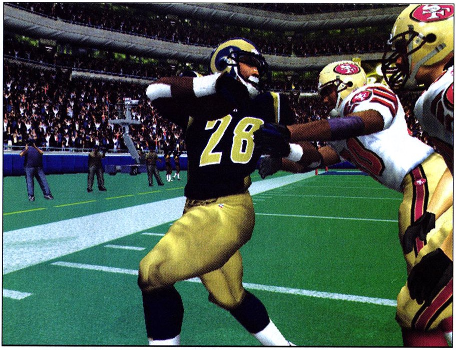
Sure, it's summertime, so it may be tough to get excited about football. But that's because you haven't seen **EA Sports'** new *Madden*, due in **August**. Every year we're shocked by the graphical improvements and how much closer it gets to looking like a TV broadcast. But while the game usually looks great, many of the events feel scripted, taking control away from the user. This year **Tiburon** has tried to remedy that. Last year, taking control of the receiver was an easy way to miss a pass; this year, it means you have a better chance of making a play. Same deal for defensive backs.

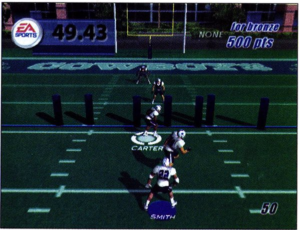
But the real buzz about *Madden* isn't in subtle gameplay maneuverings, but rather in its additions. The game's new Mini-Camp is basically a set of minigames that allows you to score unique Madden cards and improve your skills. Meanwhile, the new Create A Playbook permits you to pick plays from other playbooks or make your own. Then, of course, there's a little thing called online play—meaning you can play against people in Alaska. But one of our favorite new features is that you can now scout players for the NFL draft. Very cool.





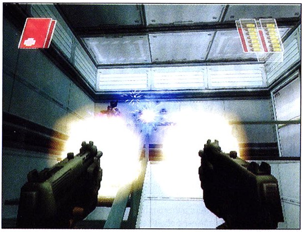


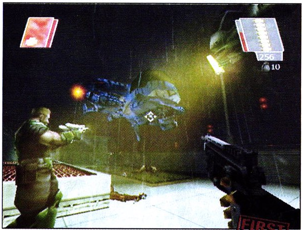




Camping Out

Everyone loves *Madden*. How else would the franchise be in its 13th year? But not everyone who loves *Madden* enjoys sitting down to play a full game every time. To combat this, the makers have built in a Mini-Camp mode consisting of six different minigames, each having four difficulty settings. Our personal favorite is the pass-defending game, where you play as a defensive back and bat down passes shot out of a machine. To the left here, you can see the ground-attack drill.

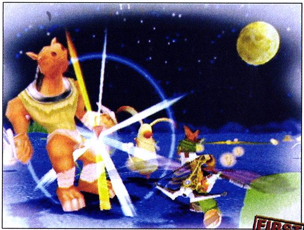




FIRST LOOK

Red Faction 2

The first *Red Faction* rocked—and it was a first-generation PS2 game! We can't wait to see what **THQ** and **Volition** pack into this sequel. We know that the setting is Earth, the uprising is against a corrupt dictator name Sopot, the weapons are more numerous (including double-fisted pistols), and your character must work with a team of five specialists to succeed. We also expect more vehicles and an enhanced Geo-Mod engine, once again allowing you to blow through anything this **winter**.



FIRST LOOK

Dual Hearts

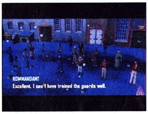
Originally released by Sony CEI in Japan, this upcoming action/RPG from **Atlus** follows the journey of a young treasure hunter named Rumble in search of a dream stone. He teams with a magical creature called Tumble (imagine that...their names just happen to rhyme!) to enter the dreamworld, where the two must then work together to overcome obstacles. It may sound generic, but at least the mood and gameplay are said to please. Look for it this **fall**.

WORLD WAR II: PRISONER OF WAR

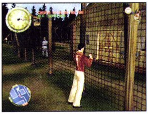
June's *other* World War II game

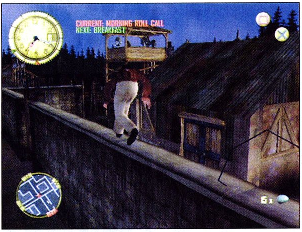
If for any reason you tire of playing *Medal of Honor: Frontline* this summer, yet you yearn for another new World War II-themed release, **Codemasters** might just have what you're after this **June**. But don't expect anything like *Frontline*—in fact, don't expect anything quite like you've played before.

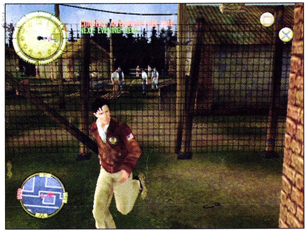
Prisoner of War offers a thoroughly unique gameplay experience. Beyond its very *Metal Gear Solid*-like stealth and conversations held in a *Monkey Island*-type manor, comparisons to other games don't come easily. As an American pilot held captive in various Nazi POW camps, the only thing on your mind is escape. But with no weapons, your success throughout the entire game depends on not getting caught and using your brain to solve puzzles and outwit guards. Chat with other prisoners for help (you might need to help *them* first) and watch as the story develops—one that spans several different camps and also requires you to thwart the development of a superweapon being created right under your nose.



KOMMANDANT
Excellent. I see I have trained the guards well.




CURRENT: MORNING ROLL CALL
NEXT: BREAKFAST
6x


NEXT: EVENING MEAL

HANDS-ON PREVIEW

ROMANCE OF THE THREE KINGDOMS VII

The long and winding road

If you're one of the rare breed waiting for **Koei**'s *Romance VII*, bear with us. We're just getting familiar with it. If you're not, know that this is a technical game with a limited (and passionate) audience. It's so complex and immersive that you'll play for three hours before you've even gotten your dynasty off the ground. So to speak.

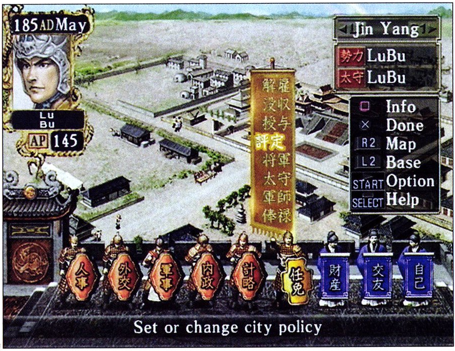
Basically the entire game revolves around second- and third-century China. Plan on spending some time with the 42-page manual if you expect to take down great warriors like Lu Bu, Zheng Fei or Guan Yu. You'll also need to read it so you're up on your Feng Shui, just to keep yourself at peace and your townspeople happy.

And make no mistake, this is one *deep* game. You can play as one of 535 characters, for starters—or more if you choose to create your own warriors in an attempt to bring peace to China. Elect to control China as a leader, or struggle your way up the social ladder as a civil servant. And once you gain power and the trust of the people, you can overthrow the government with the same type of gumption that made the Revolutionary War America's first success.

If you liked the story behind *Kessen II* and *Dynasty Warriors*, or if China's your bag, **July**'s going to be one busy month for you.

LiuChan
SunLiang
Info
Options
Help

200AD May
Info
Done
Map
Base
Option
Help
Wander Commands


185AD May
LU BU
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Jin Yang
勢力 LuBu
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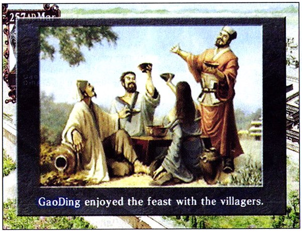
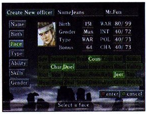
□ Info
× Done
R2 Map
L2 Base
START Option
SELECT Help
解雇
没収
授与
評定
将軍
太守
軍師
俸禄
人事
外交
軍事
内政
計略
任免
財産
交友
自己

Set or change city policy



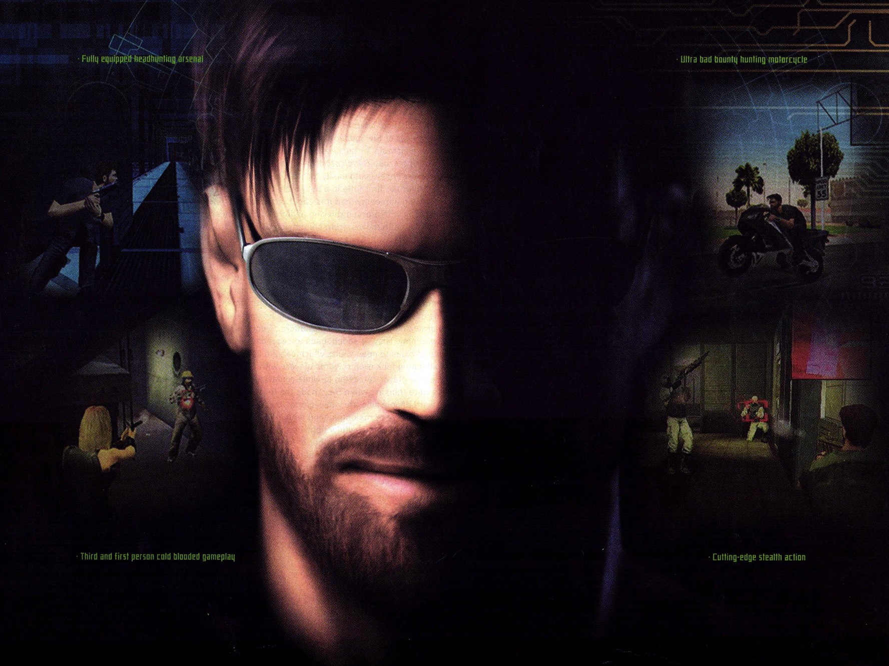
GaoDing enjoyed the feast with the villagers.


Create New officer
Name
Birth
Face
Type
Ability
Skills
Gender
enter
cancel
Select a face

Name Jeans
Birth 151
Gender Man
Type WAR
Bonus 64
WAR 80/ 99
INT 40/ 72
POL 40/ 73
CHA 40/ 73

GaoDing
SunLiang, I have come today to see you on behalf of my lord LiuChan.

HOT-HEADED. COLD BLOODED..........


· Fully equipped headhunting arsenal
· Ultra bad bounty hunting motorcycle
· Third and first person cold blooded gameplay
· Cutting-edge stealth action

HEADHUNTER

Meet Jack Wade. He's just woken up from a coma to discover he's missing most of his life - his memories, identity...even his mind.
Now he must embark on a quest filled with mystery, murder and carnage in search of himself.
Along the way he will confront ruthless killers, serpentine plots and his own enigmatic past.

..........HEADHUNTER.

"Headhunter is already looking like it has what it takes to stand in the same place as Syphon Filter or Metal Gear Solid." - OPM, January 2002

MATURE M CONTENT RATED BY ESRB

Blood
Violence

PlayStation®2

Acclaim®
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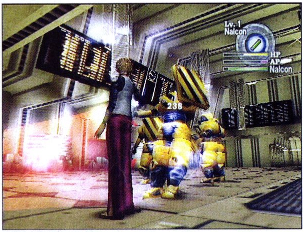
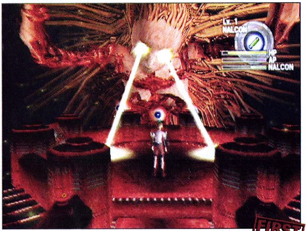
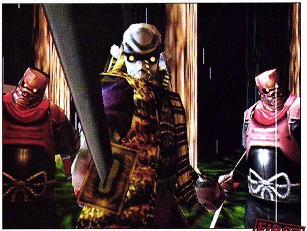




FIRST LOOK

Galerians 2

The original *Galerians*, even with its quirky battle gameplay, was still a rather intriguing survival-horror release, thanks to its psychic-themed storyline. The sequel, which hits Japan this summer, looks to remedy the flaws of the original and up the experience overall. Now entirely in 3D, environments are interactive and destructible, and flashbacks occur in real time (with some nifty effects). **Crave** announced a U.S. release awhile back but has yet to set a date.



FIRST LOOK

Ninja Assault

This **September**, you'll realize that **Namco** hasn't forgotten about that blindingly bright hunk of plastic known as the Guncon2 that it included for you in *Time Crisis II* and *Vampire Night*. With said pseudoweapon in hand, *Ninja Assault* requires you to blast through hordes of demons en route to rescuing the fair Princess Koto from demons wanting to sacrifice her. The title's assaulting ninja is you, and just like every other paid assassin of feudal Japan, you fight evil with a gun. Whatever.

SLY COOPER AND THE THIEVIUS RACCOONUS

HANDS-ON PREVIEW

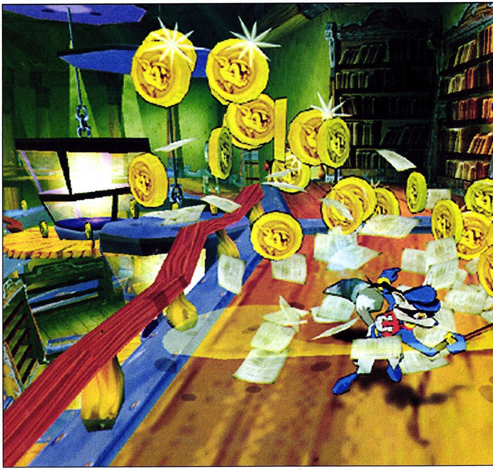
Sony hopes to steal gamers' hearts this fall

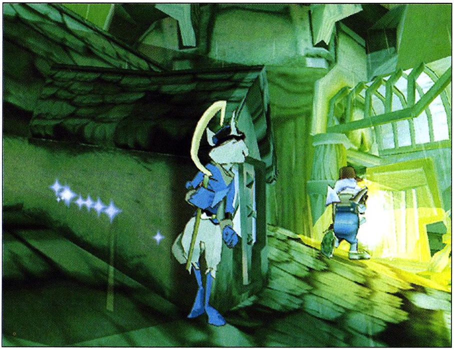
"Being confused about what to do next is one of the least fun things in video games." Brian Fleming, producer of *Sly Cooper* and one of the founding members of **Sucker Punch Productions**, is talking about a formula for success. He wants to build a game that generates the same draw, the same appeal of a *Crash Bandicoot* or a—dare we say it?—*Mario*. He's off to a good start: From what we've seen, *Sly Cooper* could easily turn out to be an outstanding 3D platformer. What's most interesting is that, for the first time in a long time, this is a character-based platformer that's more about interesting gameplay than it is about pushing the limits of the technology.

Sly, a raccoon with a proud thieving pedigree, is a promising character. His training gives him an assortment of stealth moves, from shimmying up ropes and pipes to dodging spotlights and hiding with his back to the wall, Snake-style. And his unique, hook-like "thief tool" adds a further dimension by being used for everything from hanging from suspended rings to hauling in distant objects—not to mention its more basic use as a melee weapon. The "thiefy" qualities Sly possesses keep the game focused on stealth and some basic puzzle solving. In some areas, he needs to take to the rooftops to avoid detection; in others, he hops into a portable barrel and hides in plain sight.

The innovative aspects of the gameplay are complemented by the ultra-cartoony visual style. This is one of the few games that could easily be mistaken for hand-painted animation. That will certainly draw in a younger crowd, but Sucker Punch is careful to ensure that *Sly* isn't a game that only kids will play. They've added loads of secondary and tertiary tasks for the hardcore; you can collect bits of clues to open vaults which contain additional power-ups, for example, and one particularly challenging task even rewards players with "director commentary" in the form of developer diaries that the player can listen to while replaying a level. "You'll be able to listen to what the designers were thinking when they made the level," says Fleming. "We've really thought through how to reward people who are video-game addicts, who are experienced players, or who are novices. I believe we're making a good amount of content for all the potential audiences."

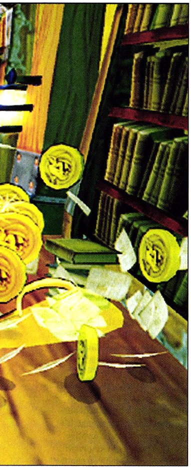
Sucker Punch remains awfully tight-lipped about some of the specifics of the game, though—they won't even fess up to the number of levels! But the release isn't all that far away—**Sony CEA** plans to publish the game in **September**—so we should be able to get our hands on some more in-depth info in the very near future. Until then, enjoy these beautiful screens, sharpen up your stealth skills, and prepare yourself for an all-new platform adventure.

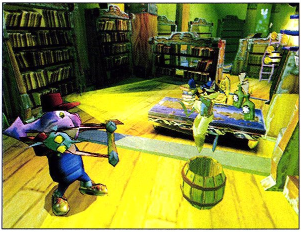


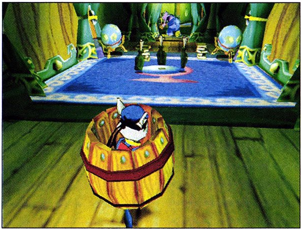


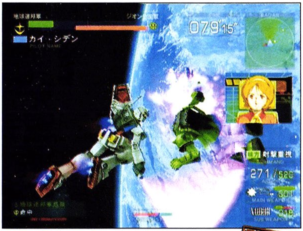
Sucker Punch Talks PS2 Power

We asked Chris Zimmerman, director of development at Sucker Punch, if the PS2 is reaching its limits in terms of sheer power. He doesn't think so. "I think the machine is capable of quite a bit more," he said. "For the first generation of games, people were doing the obvious things, the standard things. As time goes on, you'll see more innovative things, both with the visual style and with the gameplay. An important part of what we wanted to do as a team was to make something that looked and felt different, not just in the visual style but in gameplay as well. And with the PS2, we've been able to do that."





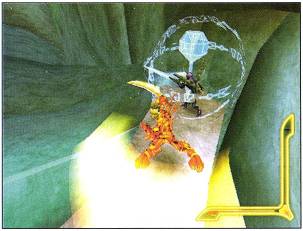


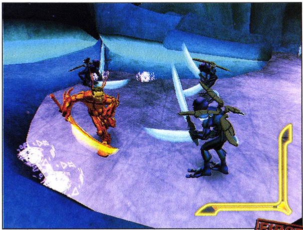


Mobile Suit Gundam: Federation vs. Zeon

FIRST LOOK

Here's a first: a Gundam game that might actually be worth checking into even if you're not into Gundam games. Originally developed by **Capcom** for Japan, *Federation vs. Zeon* features fast gameplay more akin to your standard beat-'em-up game. Missions take place on land, sea and in space, and there is plenty of firepower at your disposal. Look for **Bandai** to release the game in **October**.





FIRST LOOK

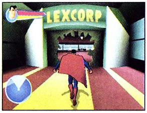
Alter Echo

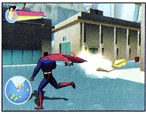
Definitely one of the most visually intriguing games we've seen in a while, *Alter Echo* from **Outrage** and **THQ** stars a guy named Nevin who's stuck on a planet gone mad. Literally. The planet itself is alive and keeps spewing out vile creatures—and only Nevin can save the world. Thankfully, he's got a PolySuit that allows him to change into different forms for different types of missions and confrontations: Stealth mode, Gun mode and Melee mode. Look for this one **early next year**.

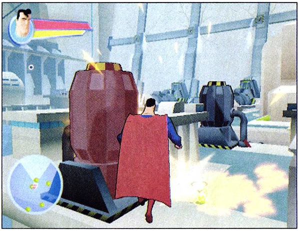
SUPERMAN: SHADOW OF APOKOLIPS

HANDS-ON PREVIEW

Made by Superman fans for Superman fans



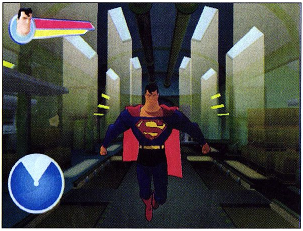


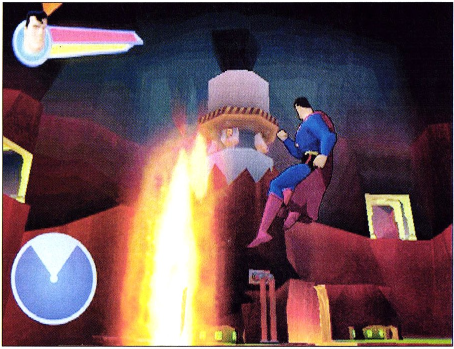


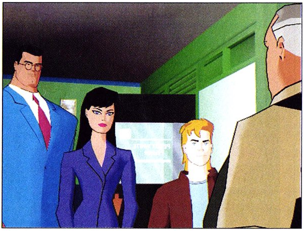
"I'm 31 years old, and I'm a huge Superman nerd," admits Rob Smith, senior producer at **Infogrames Sheffield House**. While many might feel compelled to point and laugh at such a confession, fellow Super-fans can only delight in this knowledge, as it offers hope to what until now many deemed impossible: a *good* Superman game. Believe it or not, one just might be headed our way.

Our time with *Shadow of Apokolips* impressed us with an atmosphere that already seems to capture the feel of Superman's late-'90s animated series with flying colors (those, of course, being red, blue and yellow). The cel-shaded graphics might make you look twice before realizing you're not watching a cartoon, while the nearly 60 cutscenes could fool you altogether—especially considering that the show's cast provides the voice work (see lower sidebar).

Though controls take some getting used to, you realize their complexity is necessary in order to execute our hero's plethora of moves. "You've got a character who does so many different things," says Smith, "and you've gotta do those justice." If you've seen Superman do it in the cartoon, you can probably do it here. While airborne, you can fly at two different speeds (fast and faster) and hover at any spot. Mid-flight strafing helps you dodge attacks, as do barrel rolls and loop-de-loops. Use Supes' superstrength to pick up heavy objects—you're even tested in button-mashing sessions similar to withstanding torture in *Metal Gear Solid*. Also similar to *MGS*, stealth comes into play when you infiltrate LexCorp as Clark Kent, and you've even got radar (a visual representation of superhearing), which is a necessity for rescue missions. Ice breath and heat vision also prove useful at times, as do X-ray and telescopic vision in puzzle solving. Fly through Metropolis this **September**.

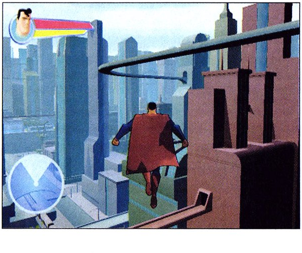






The Show Must Go On

Though *Superman: The Animated Series* has been off the air for a few years now (Cartoon Network reruns don't count), fans can almost look at *Shadow of Apokolips* as a new episode—especially since the starpower has returned. Some of the more notable of the 16 voice actors: Tim Daly (Superman), Dana Delany (Lois), Clancy Brown (Lex), Malcolm McDowell (Metallo) and Lori Petty (Livewire).



Superhero GTA3?

In *Shadow of Apokolips*, Supes traverses vast environments like Metropolis (left), where he can leap the tallest building in a single bound or simply choose to meander along with civilians. He's got lots of freedom. So why not just have air levels and ground levels, as in *Spider-Man*? "It'd make my life a hell of a lot easier," laughs Smith. "But it's good having to [push ourselves] like that, because it's quite an original, innovative thing. It's almost like *Grand Theft Auto III*—but you can fly."

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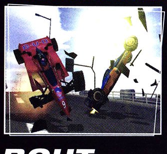
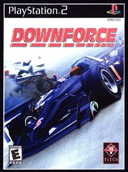
LAP 2/3
POS 8/10
221

DEVASTATING CRASHES

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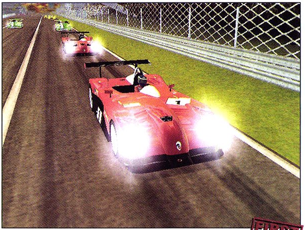
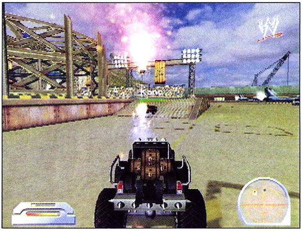
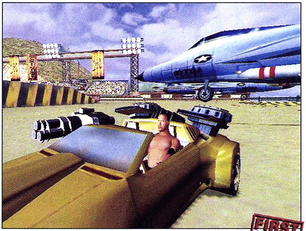


FIRST LOOK

Total Immersion Racing

And you thought *Antz Extreme Racing* was the only **Empire** racing title you'd feel like a lesser gamer without picking up this **fall**! Just as *Antz* will help fill the void of kart-racers we feel on a daily basis, so will *Total Immersion Racing* quench our thirst for those oh-so-impossible-to-find realistic games of the genre! OK, enough sarcasm. Truth is, with 18 vehicles in each race and the promise of topnotch A.I., *Immersion* could live up to its name. Maybe.





FIRST LOOK

WWE Crush Hour

Twisted Metal meets pro wrestling? Sure! Why not? In *Crush Hour*, 24 WWE superstars face off in monster vehicles designed to reflect their personalities—each replete with massive doses of firepower. The gameplay is *Twisted Metal*, but with more of an emphasis on close, head-to-head battles. One mission, for example, has you fighting over a WWE contract that you must safely deliver to your base without getting tagged. You can smell what **THQ** is cookin' next **spring**.

HANDS-ON PREVIEW

MLB SLUGFEST 20-03

Arcade baseball that'll punch you right in the gut

Arcade baseball has been nonexistent for years. You could try to pass off *Triple Play* as an arcadey version of the national pastime, but that's a coat of verbal paint sloshed over a bad product. It takes a lot of attention and care to make a great arcade baseball game—the same way it does to make a great simulation baseball game. We didn't realize this, though, until *SlugFest* dropped from the **Midway** heavens.

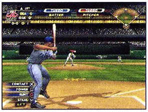
SlugFest, surprisingly, resembles *NFL Blitz* a bit more than we could've expected. For one thing, the two games share blindingly shiny and beautiful graphics—which makes us wonder why all simulation games can't look this good (you hearing us, *High Heat*?). And, believe it or not, both are contact sports.

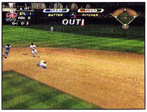
In baseball, you may get the *occasional* run-in at home plate when the game is tight...but you can duke it out left and right in *SlugFest*. Throw a kidney-punch at the guy who just broke up your no-hitter if it makes you feel any better. Trust us, it will.

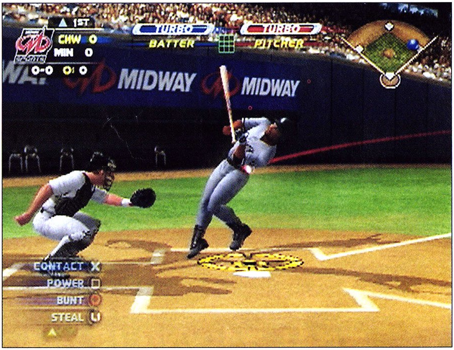
And man, do we love the beanball! Yeah, it's a pretty low-class thing to do, but in this game nailing batters is as strategic as bunting a runner to third. If you want to throw at Barry Bonds, then go ahead—it's a good idea because, depending where he gets popped, his attributes likely sink in different categories. But by beaning him you also risk him becoming "on fire," making his attributes rise big time—instead of a league-high 10 setting on power, he'll have a 12 or 13. That spells lots of trouble for his next at-bat!

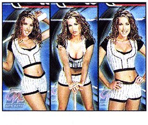
Considering *SlugFest*'s levity, including behind-the-back catches on routine fly balls, it should come as no surprise that the announcing is fantastic. Set the controller down while you go grab a Coke and the commentators discuss how there's nothing going on, and how much they'd like to take a nap. Or how one cut part of his ear off while shaving. Their banter isn't always goofy—which is exactly what makes it funny. Kudos for giving us a giggle during gameplay.

Ultimately, it seems like we've got a really promising game on our hands. Let's see what else they can pull off when *SlugFest* strikes stores this **June**.







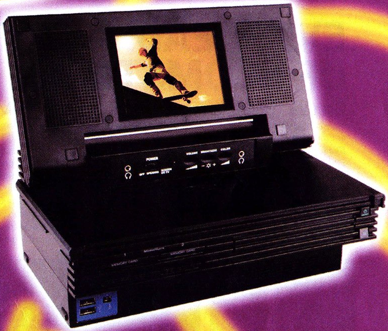


Dames Sell Games

We know that loading screens aren't supposed to do anything. You're just supposed to sit and wait. Maybe stuff a handful of pretzel sticks into your maw. But with the *SlugFest* babe smiling at you throughout the game, you might actually welcome the wait. Clad in pinstriped hot shorts and low-cut tanktops, the *SlugFest* dame puts the *Blitz* cheerleaders to shame. Is it wrong for us to say we can't look away?

intec

SLAM'N SCREENS



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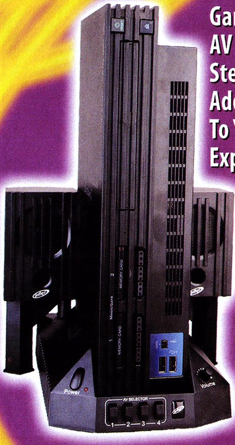
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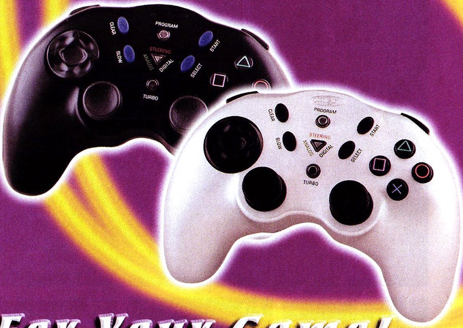
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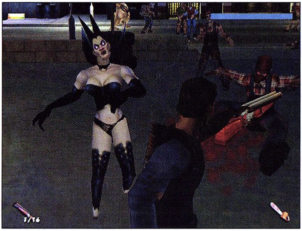
EVIL DEAD: A FISTFUL OF BOOMSTICK

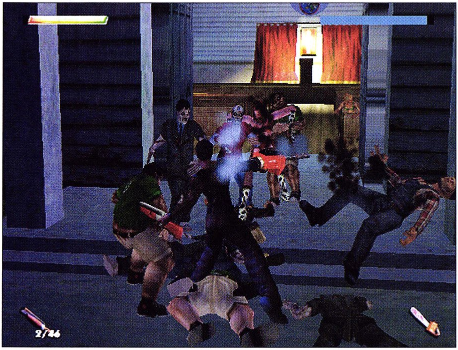
HANDS-ON PREVIEW

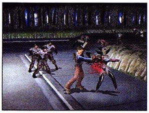
Groovy, or will you want to return it to S-Mart?

So, you're probably looking at the screenshots below thinking, "Hmm...this almost looks like *State of Emergency: The Evil Dead Version*!" Well, Skippy, there's a reason for that. The team behind *Evil Dead: A Fistful of Boomstick* is none other than **Vis**, the same folks who disappointed us all with *State of Emergency* earlier this year. We do have to admit, though, that *Boomstick* certainly has a better look to it than *Emergency* did. And if there's any movie character out there perfect for busting up swarms of undead with shovels, chainsaws and shotguns—a weapon in each hand—it's Ash.

Boomstick takes Ash on a trip through time—including the Colonial era, the Civil War and today—in order to save the town of Dearborn from the influence of the *Necromonicon*. In addition to weapons like those mentioned above, Ash also sports some magic spells that increase the range of his attacks. But the best part of this **early 2003** release from **THQ**? A Bruce Campbell voiceover. Oh yeah.



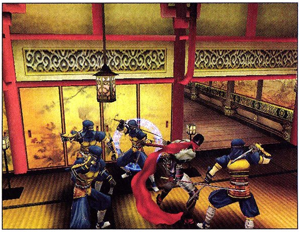


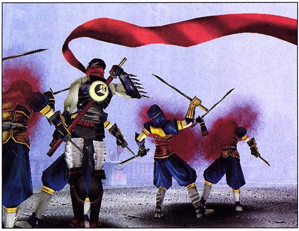


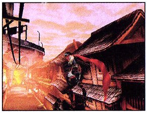
SHINOBI

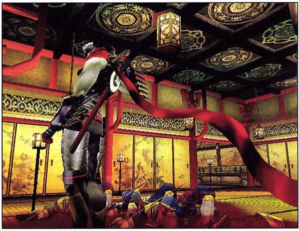
We want it now!

New information on *Shinobi* is tough to come by—but we just had to show you the latest screens for **Sega**'s **October** release. Also, an interesting tidbit: The game's characters are developed by the same dude responsible for those in *Devil May Cry*.









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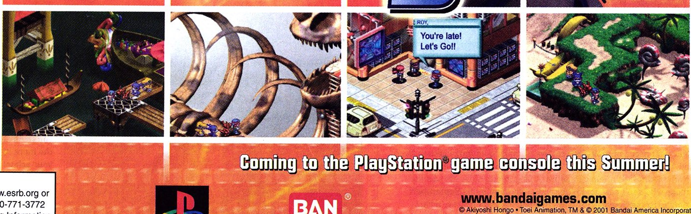

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To Ollie 30
To Board Slide 1650
Combo 4 2182
2708

SPRINGFIELD ELEMENTARY SCHOOL
Nollie 20
To RED FISH 199
Combo 2 222
16703

FIRST LOOK

The Simpsons: Skateboarding

Don't get your hopes up on ever seeing a Simpsons game that pushes the envelope in any way. Fresh off of aping *Crazy Taxi* for *Road Rage*, it appears that **EA Games** and **Fox Interactive** have no shame "borrowing" the formula that's made the *Tony Hawk* franchise so lucrative over the past few years. But what the hell? We love *The Simpsons* and we love *Tony Hawk* games. We could do worse this **summer** than skating through Springfield with nine beloved characters.

Antz Extreme Racing

You can't accuse **Empire Interactive** of milking its Antz license. After all, the U.K.-based publisher will have waited a whopping 48 months from the movie's release to deliver this game to store shelves (for those who don't care to do the math, that means this **September**). *Antz Extreme Racing* is exactly what you'd expect it to be: a kart-style arcade racer with a variety of modes, plenty of weapons, tons of power-ups, lots of insects and a virtual swarm of challenges.

HANDS-ON PREVIEW

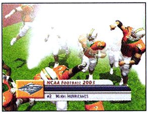
NCAA FOOTBALL 2003

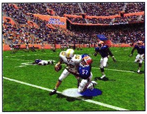
Time to cut a few classes—NCAA's back in a big way

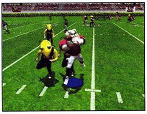
Are you the type of college football fan who wants the Old Brass Spittoon or Paul Bunyan's Ax next to your beer-can pyramid? Or are you more of the go-for-the-national-championship type? This year, **EA Sports** caters to both sets: the hardcore NCAA class-cutter and the never-tardy bookworm.

This **July**, *NCAA* has so much to offer. Enhanced from the PSone days, Rivalry games allow you to play for some beaten-up, peed-on, drank-out-of, broken-and-fixed trophy that means the world to the winning team. Once you play a Rivalry game between Notre Dame and USC, you'll see what we mean. You'll want the Jeweled Shillelagh more than ever. And most of you won't know why.

But Dynasty mode offers the real bread and butter. Anyone who played this last year knows exactly what we mean. Now deeper and more engaging, it features even more factors to dictate the success of your team—whether you'll rank No. 1...or worry for your coaching job. Meanwhile, new custom schedules allow you to choose your own non-conference matchups and play a softer schedule if you want (just don't forget about the BCS!). But the best part? On-field performance affects recruiting success, crowd attendance and your program's prestige. So study up, camper.







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WR #19
WR #4
WR #82
QB #16

Telecasts Count

Last year, Dynasty mode was one of the best reasons to grab a copy of *NCAA Football 2003*. This year will be no different. One of the coolest features within the new version is the importance of television broadcasts. The more wins you get when you're on national broadcasts, the more revenue and prestige your school earns, and the more points you get when you start on the recruiting trail. It's all cyclical, so if you start losing big games, expect to lose them for years to come!

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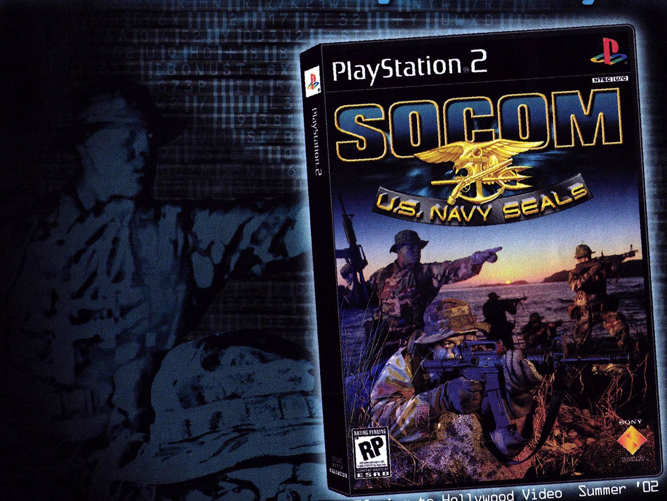
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PlayStation 2

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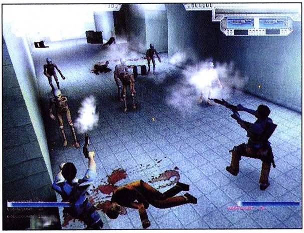
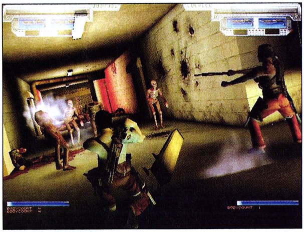
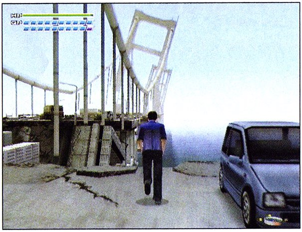




Twin Caliber

It's time to make some new friends. Well, one at least. **Rage Software** is preparing an action-packed third-person shooter with you and your friend in mind, allowing for two-person cooperative play without the confusion of a split screen. Better yet, the game incorporates two-fisted, independent weapon control where each weapon is controlled by a separate analog stick. Can't wait to see it in action. *Twin Caliber* is expected in the U.K. late this year; no word yet on a U.S. release.



Desperate Situation Zone

Imagine a man-made city built on the water...then imagine that city ripped apart by an earthquake of catastrophic proportions. Now, imagine you're a survivor of this event, and you're trying to get out of the city alive before it crashes into the sea. Unlike most survival-horror titles pitting you against the undead, here your only enemy is nature—but it still makes for a compelling game. We expect a U.S. release (with a name change, hopefully) this **fall**—as long as a publisher steps up!

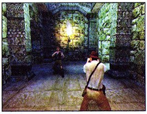
INDIANA JONES AND THE EMPEROR'S TOMB

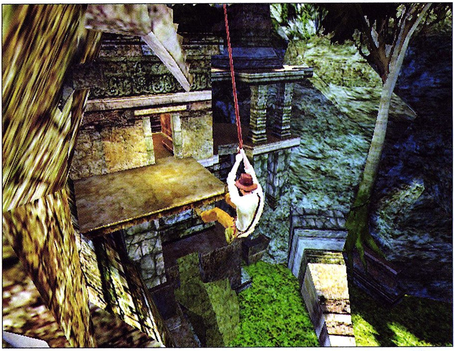
Your favorite Nazi-buster returns

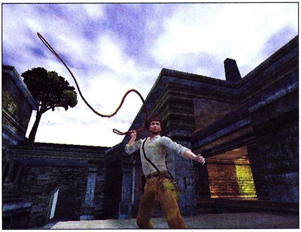
FIRST LOOK

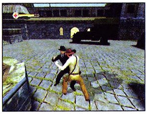
With all the hubbub over *Star Wars* lately, it's easy to forget a certain whip-wielding, Nazi-fighting archaeologist in the Lucasfilm repertoire. Especially considering that **LucasArts** has never bothered to put an adventure of his on a PlayStation system. (Though *The Infernal Machine*, now on PC and Nintendo 64, was announced for PSone back in '99, it was canceled a few months before its scheduled release.) However, that all changes this **November** when Indiana Jones finally saves the day on PS2 in *The Emperor's Tomb*.

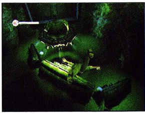
Unfortunately, as of our pre-E3 press time very little information is known about the game itself. What little has been leaked to the press proclaims that Indy's "back and tougher than ever" (ooh...) in what's sure to be his "boldest adventure yet" (ahh...). It's good to hear that beating up Nazis is the order of the day, as our hero searches for an artifact known as the Heart of the Dragon (an allusion to the senior Dr. Jones' voicework in *Dragonheart*, perhaps?). With *Buffy the Vampire Slayer* for Xbox getting positive early buzz, developer **The Collective** might just have a few good worldwide levels in store, with its "proprietary engine technology" helping supply a solid mix of puzzle solving and combat.





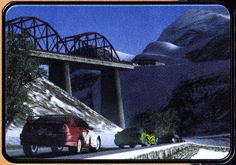


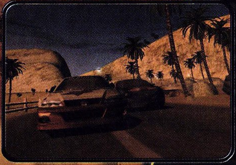


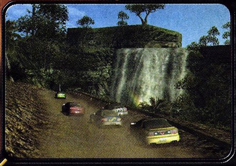


Mysterious Pyramids.
Glorious Victoria Falls.
Herds of Peaceful Giraffes.

THE HOWL OF A TURBOCHARGER.







The endurance of rally driving. The rush of circuit racing. Tear through 19 rugged circuits spanning the Dark Continent in officially licensed vehicles. Conquer Hill climbs and other unique challenges as you master varied terrain. Please, tread lightly.

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PlayStation 2

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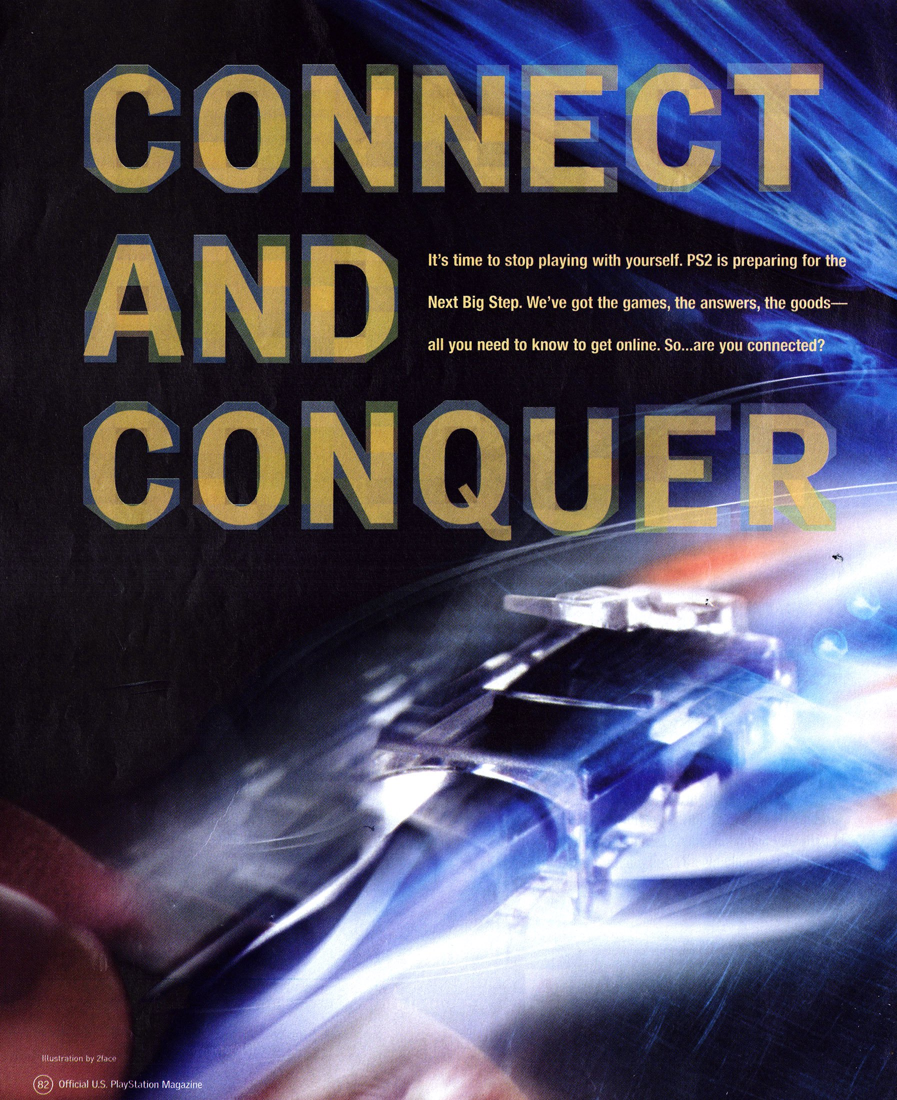
CONNECT AND CONQUER

It's time to stop playing with yourself. PS2 is preparing for the Next Big Step. We've got the games, the answers, the goods—all you need to know to get online. So...are you connected?



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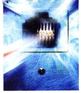
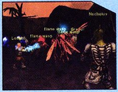
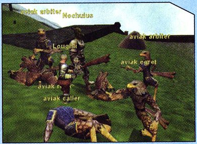
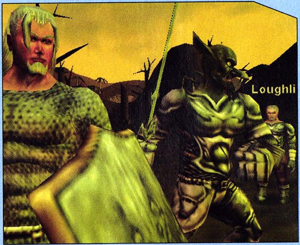


EVERQUEST ONLINE ADVENTURES



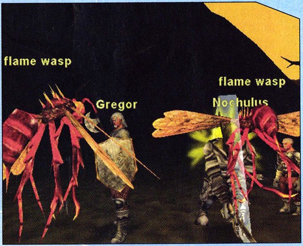




Odds are 10 to 1 that if you ask your average console gamer whether he or she has ever heard of *EverQuest*, you're likely to get a yes as your answer. However, odds are 20 to 1 that if you then ask whether they've actually played the game, you'll get the opposite response. You see, *EverQuest* falls into that category of hit PC games that console gamers tend to hear quite a lot about, but never actually fully understand, just like with *The Sims* or *Age of Empires*. They're well-known franchises, but many console gamers have just never gotten around to playing them. Some console players just prefer the console style of game, others don't have access to the powerful PCs required to run the latest titles, and some simply don't like dealing with the setup hassles of PC games.

Which is why most of the great PC games are all heading to the consoles these days. *Tribes* is coming. *The Sims* are on their way. And yes, now even Sony Online Entertainment's *EverQuest* is making the jump to the PS2. And it's this game in particular that has us quite intrigued. Not because it's supposed to be really addictive, or because it's supposed to have massive quests that can last for months, but because *EverQuest* epitomizes everything that PC owners have been enjoying that we haven't: online gaming.

You'll be able to form huge parties to roam the countryside, laying waste to all monsters in your path. In fact, you'll pretty much need to.



And we don't just mean that people can get on and chat or whatever. No, we're talking about a fundamental gameplay element—the grouping and interacting with others in the game environment—that's been sorely missing from the console scene up until now. It's like this: You know how fun it can be to play with some pals in a four-player game match in your living room? There's some gameplay element there that just can't be replicated when playing that same game by yourself later on. This is why *EverQuest* sounds so appealing—because here, it's not just four people you're playing with. It's thousands.

PC TO CONSOLE

But as with any PC game that gets ported to the PS2, we approached *EverQuest Online Adventures* with a lot of apprehension. PC games are inherently different than console games, and a lot of times they just don't work as well on the consoles. Or at all. The console translation of *EverQuest* made us especially wary—here's a game people play for hours at a time in seclusion, on their PCs with a keyboard and mouse in hand. How would that translate to the average console user who just wants to pick up his controller to play a quick game in his living room? And in general, would the PC style of RPG gameplay in *EverQuest* even appeal to console gamers? The latest PC-style console RPGs that come to mind are *Legend of Alon D'ar* and *Summoner*—two games we'd just as soon never speak of ever again. So yeah, even though it may be the biggest thing on the PC, we were far from sure that the game would be able to repeat its success on the PS2.

With that in mind, we decide to pay a visit to Sony Online Entertainment in sunny San Diego. We need to see for ourselves what *EverQuest Online Adventures* is all about, and see if this PS2 version is really going to set the console world on fire as easily as the PC version did with its respective market.

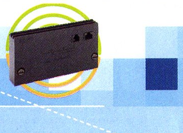
Turns out we aren't the only ones to pay a visit to Sony that week. Just a few days earlier, baseball great and avid *EverQuest* player Curt Shilling was there to meet with some of the team and sign autographs. In fact, he even took some time out to hop online and play a game with Doug Glanville and Todd Pratt of the Phillies, all the way on the other side of the country.

> **"You can walk from a valley, up a mountain, and into a cave, and it's all joined together. There is no loading."**

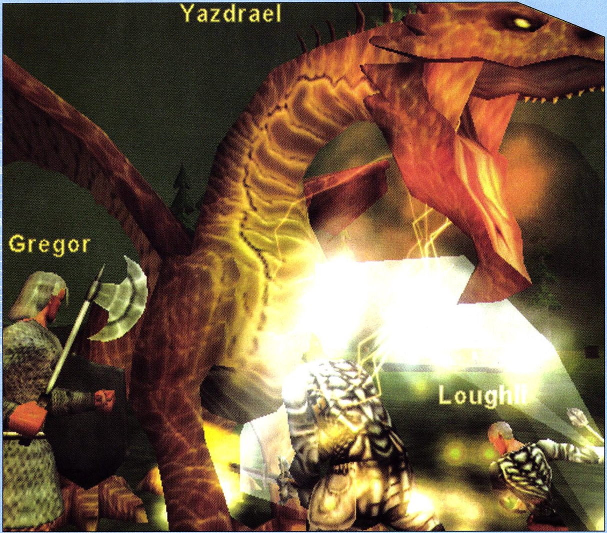
That may be why there's a palpable feeling of excitement in the air. But it could also be simple nervousness. Because after more than a year of steady work, this is the first time the *Online Adventures* team is able to show off their title. You'd be nervous, too.

THE SCOPE

It doesn't take us long to get right down to it. Producer Ben Bell loads up the game on a development PS2 and we immediately get to see the first of the title's many big draws: its customization. *EverQuest* allows you to choose from a set of nine different races, each one featuring characters with individual traits.



Get to know this little black box. It's the PS2 Network Adapter, and it's going to change your life once August comes around.



Remember what we said on the other page about needing to form large parties? You're looking at one of the big reasons right here.

From there, you choose different facial styles and pick a gender. Because of all these options, the character possibilities are seemingly endless, and it's pretty much assured you'll find one that suits you.

Then we enter the game and we begin to understand another of its big draws: the scope. This is an entire world at your fingertips: Jungles, deserts, castles, swamps, volcanoes and plenty more are all available for your adventuring. But unlike other RPGs that are broken up into segments (and unlike its own PC counterpart), *EverQuest*'s world comes all in one big package. You can walk from a valley, up a mountain, and then into a cave, and it's all joined together. There is no loading—the entire world is always available to you. We ask how long it would take to make it from one side of the world to another. "Technically, it could be done in under an hour if one were to continually walk," Bell explains. "But that wouldn't happen in a real game—you're always running into enemies and situations." He proceeds to walk around and show us how the real world acts—it will slowly alternate between day and night as you venture on, 40 minutes of daytime and then 20 minutes of night. "We purposely have certain enemies who are available at night," Bell reveals. Weather also plays a part in the game. We see snow and rain effects. "It rarely rains in the desert," says Bell, "but when it does, it's pretty darn severe."

The game is also all about building up your characters, and Bell demonstrates how this all works: As you fight in battles, you'll gain experience points which can be used for increasing specific character stats. The game also allows you to earn money to purchase new weapons, and it'll definitely be helpful to have a good inventory on hand. For example, if you're in an area featuring lots of turtle-like creatures, you're going to want to use a spear to get at them. Or if you're fighting against an army of the undead, a hammer is the weapon of choice. Throughout the course of the game, you'll load up on so many weapons and items that it'll be impossible to hold them all, so you'll want to store them in banks. Banks also come in handy for setting aside money; this way you don't lose anything when you die.

We're also treated to a demonstration of the many pets you can acquire in the game. These pets, which come in all shapes and sizes, can be summoned to aid you in battles—they can even handle entire battles for you if you'd like (they automatically attack the most powerful enemy). Bell sets his pet to attack his co-worker, who is playing on another PS2 on the other side of the office. We hear him yell.

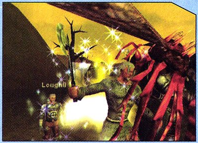
Here's where we start seeing how the game's interaction works. Bell invites his co-worker to form a party with him and the two begin fighting battles together. The game manages acquaintances with a buddy list of sorts. If you notice a friend of yours online, you can invite him or her to join your group; he or she can either accept or decline your request. If it's accepted, the two of you can plan to meet somewhere.

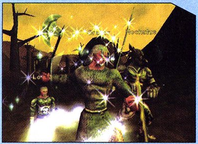
THE CONSOLE EXPERIENCE

The team—built from the ground up for this project—is also making several changes to *EverQuest* to cater more to the console audience. For starters, the menus have all been adapted to work best with the PS2 controller. Other controls have also been optimized for the Dual Shock; plus, the game includes keyboard support for chat (but no mouse support: "If I'm sitting there on the couch with the keyboard in my lap," Bell asks, "where am I going to put the mouse?"). The keyboard won't be a necessity, though; commonly used text phrases

KEY

☎	👤	✿
Shows that the game allows dial-up play.	Indicates how many can play at once.	Shows which quarter the game releases.





Fancy magic effects will light up the environment and impress your friends. Enemies probably won't be quite as impressed.

such as "I need to heal" can be entered via menus and shortcuts on the Dual Shock.

Plenty of other tweaks have been made to tailor the game for the console experience. You now have access to a map, and a compass is visible all the time. The game is also a little more forgiving than the PC version. In the PC original, if you were to die, you'd have to go on a sometimes-lengthy quest to rescue your corpse within 24 hours or you'd forever lose your character and all of your built-up stats. In the PS2 version, however, if you die you can merely return to your last save point.

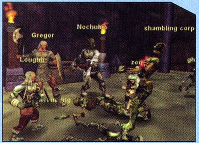
But the greatest enhancements to the game are going to be in the area of the battle system. The battles in the PC version feel a tad clunky; this is something Bell and his team are attempting to improve for console gamers. A targeting system is going to be added, meaning you'll be able to lock onto certain enemies. Still, Bell admits that a lot of testing and tweaking has to be done. "The nature of an online RPG means that we can't have things moving as quickly as your standard offline RPG," Bell admits. "Still, we're going to keep tweaking it until we get it right."

COMPETITION AND PROGNOSIS

Bell and his team know they are going to be up against some fierce competition next spring from Square and its first online RPG *Final Fantasy XI*. But they also know what to expect—the team actually has a beta version of *FFXI* sitting in their offices, and they've logged plenty of hours for research purposes. Bell is surprisingly calm about the competition, though. "It seems like another quality game from Square," he admits. "I hope it does well for them." But he actually doesn't like to refer to *FFXI* as competition. "I can see people buying and playing both games—they're actually very different. They focus more on story while we focus on depth and customization."

But this issue of competition between the two games is more than a little significant: SOE is planning to release *EverQuest Online Adventures* in early spring, putting it right up against *FFXI* on store shelves. Between now and then, Bell and his team are working on optimizing the game to maintain a steady framerate, developing more stories (they've only written a third of the planned 1270 quests), and tweaking the gameplay. That's a lot of work to get through in one year—and that's only the start. Bell reveals that further installments in the *EverQuest Online Adventures* series are already planned; they'll become available as mission packs at a later time. Still, he feels that the core game should offer enough substance to keep gamers occupied for several months on its own.

The question is, will there be room for two massively multiplayer online RPGs in the lives of the average PS2 owner? And perhaps more fundamentally, will console players embrace such a legendary PC franchise? We'll find out next spring.



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FREQUENTLY ASKED QUESTIONS

You've got questions? We've got answers! Here are the most common questions we get from our readers about the online revolution.

Will I be able to use my current Internet provider to get online?
Absolutely. The setup disc provided with the Network Adapter will include step-by-step setup wizards for the major Internet providers, including America Online, AT&T Worldnet, Earthlink, Prodigy, Sympatico and others. And if your ISP isn't covered in the presets, it'll be a relatively simple setup that should require, at most, a call to your ISP for a few important bits of information.

Will I need to do anything special if I have a broadband connection?
Well, not necessarily. It is possible to just pop the cord out of the back of your PC and into the back of your PS2 (though that would obviously make it impossible to use your PC and PS2 online at the same time). But most people will probably want to go with a somewhat more advanced option. Check out the sidebar on page 89 for some in-depth scenarios.

My cable modem is in the basement, but my PS2 is in the living room. How will I get broadband to my PS2?
If you're not willing to move either your cable modem or your PS2, you'll need to run a long Ethernet cable from your cable modem to your PS2. You could also call an electrician to have your house permanently wired for Ethernet.

Will I need to buy the Hard Drive?
Nope. Most online games will not require the Hard Disk Drive (HDD), and Sony has explicitly stated that they won't even make the HDD available until a game releases that requires it. The only game we know of so far that may require it is *Final Fantasy XI*, and that won't launch until spring of next year.

Will I be able to surf the Web with the Network Adapter?
Not yet. Sony is stressing that at launch they want the Network Adapter to be all about the games. It's likely that at some later date Sony will release that browser they showed us at E3 last year, but they haven't released a date yet.

What's all this talk about downloading music and movies to the PS2?
Sometime soon—and Sony will only say "sooner rather than later"—you will be able to use your PS2 to access broadband content like streaming audio and video on demand. Sony is even looking into developing TiVo-like functions for the PS2. This will obviously not come until the HDD releases, but Sony seems quite adamant about eventually implementing these functions.

What happened to the Sony monitor and keyboard?
Sony's gone pretty quiet about those peripherals. We get the impression they're on hold for now. Don't expect anything until the HDD releases, if then.

What online games will be available when the network adapter launches?
Right now, only three online-enabled games are confirmed to be releasing alongside the August launch of the adapter: *SOCOM: U.S. Navy SEALs*, *Tribes Aerial Assault* and the special online version of *Frequency* which will come bundled on the setup disc for the Network Adapter. But we're expecting a flood of new games to follow shortly thereafter (*TimeSplitters 2*, for example, releases in September).

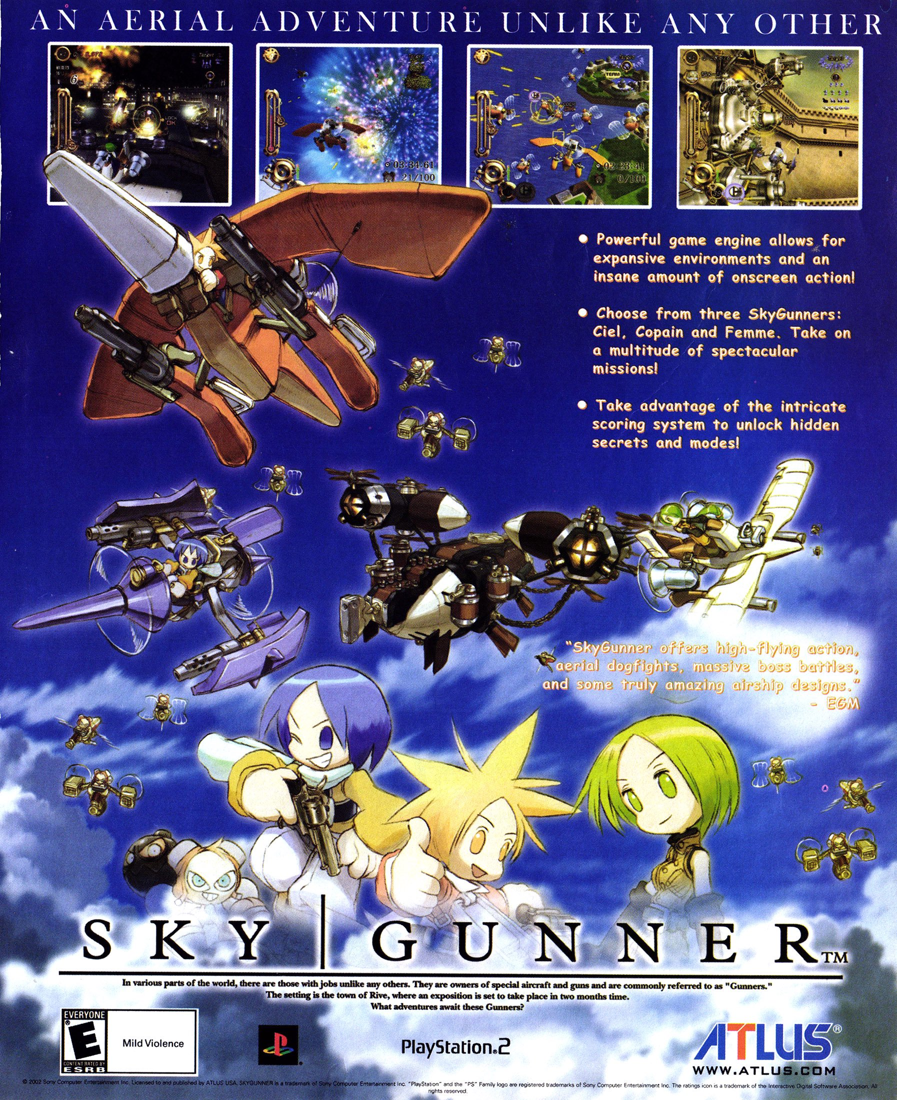
Will I have to pay extra to play games online?
For the most part, no. Sony has explicitly stated that they will not charge extra fees for their own games. Sony was careful to state, however, that they would not prevent third-party publishers from charging for their games. But even so, the only games that are expected to charge a monthly fee are the online-only games that require a full staff to maintain constantly. Right now, that's only *Final Fantasy XI* and *Everquest Online Adventures*.

How much will those games cost?
The standard monthly fee for these kinds of games on the PC is about $10. We're expecting both of these to come with at least a one-month-long free trial—that's also standard on PC.

Can we play against the *OPM* editors online?
Heck, yeah! As soon as the Network Adapter launches, we'll start giving out information for how you can find us in your favorite games.

Are they still going to make single-player games?
Absolutely. Sony knows darn well that not everyone will be buying the Network Adapter. You're not going to have to worry about the majority of games becoming online-only until the *next* PlayStation launches—at least. That won't be for at least three years.

AN AERIAL ADVENTURE UNLIKE ANY OTHER



- Powerful game engine allows for expansive environments and an insane amount of onscreen action!
- Choose from three SkyGunners: Ciel, Copain and Femme. Take on a multitude of spectacular missions!
- Take advantage of the intricate scoring system to unlock hidden secrets and modes!

> "SkyGunner offers high-flying action, aerial dogfights, massive boss battles, and some truly amazing airship designs."
> - EGM

SKY | GUNNER™

In various parts of the world, there are those with jobs unlike any others. They are owners of special aircraft and guns and are commonly referred to as "Gunners."
The setting is the town of Rive, where an exposition is set to take place in two months time.
What adventures await these Gunners?

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

PlayStation®2

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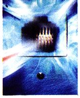


FINAL FANTASY XI

First the good news: *Final Fantasy XI* is an honest-to-goodness true-blue Final Fantasy game.

Yeah, we know that's a bit of a silly statement. Of course it's a Final Fantasy game. After all, it's from Square, and it's got those two key words in the title, right?

But take just a quick glance at our message board, or the most cursory peek into our e-mailbox, and you'll see what we're talking about. Final Fantasy fans everywhere are up in arms, frightened, confused, enraged and doubtful about the online-only direction of the latest in this flagship franchise. After all, Final Fantasy has long been known for its detailed, intricate storytelling, its in-depth characters, its cinematic direction. Taking away any of these key qualities—especially the story—would be akin to stripping a chocobo of its feathers, painting it green, then trying to pass it off as a cactuar. How in the name of Yevon could that possibly work?

We put that question directly to *FFXI* producer Hiromichi Tanaka, who was more than reassuring. "There is a main story to *FFXI*," he says. "Each mission and quest is connected to this story. Players are able to play along following the main story, and defeat the last boss at the end, just like in past Final Fantasies."

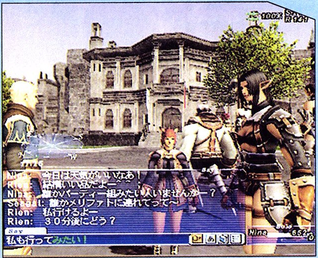
Of course, this being a massively multiplayer online RPG (MMORPG), the fun doesn't end there. "Even after defeating this last boss, players can continue to fight more powerful monsters, and still enjoy many aspects of a MMORPG," Tanaka says. "We will be preparing a continuation to the main story on a regular basis through update packs."

Final Fantasy fans will will also be comforted by the many staples of the series that also appear here, like chocobos, moogles, the crystals and even the ever-present Cid (this time, he runs a workshop in Baskar). Also familiar are the job system and character classes, which are reminiscent of those in *FFV* and *Final Fantasy Tactics* (more on this later). And like the others in the series, No. 11 also has one overarching major theme—an especially fitting one for the first-ever online Final Fantasy. What is it? "Bonding," says Tanaka. "The connection between people and trust."

And while Tanaka is quick to acknowledge the influence of past MMORPGs like *EverQuest* and *Ultima Online*, he's equally as quick to point out that *FFXI* is a different beast altogether. "What sets *FFXI* apart from the others—and hopefully everyone will agree—is a world/environment that's unique to Final Fantasy, with an emphasis on the storyline," he says.

IT'S YOUR WORLD

So how do you tell a story in an environment populated with thousands of gamers, all at different points on their separate quests? Pretty easily, actually. First off, not everyone you'll encounter is a living, breathing human player. Sprinkled throughout *FFXI*'s world of Vana'diel are numerous non-playing characters who help move things along. Along with the basic townies who gripe incessantly about their problems (and in the process provide background and color), you'll run into numerous major characters depending on where you are and what point you're at in the quest. "Someone to keep an eye out for is a woman named Lion," Tanaka hints.

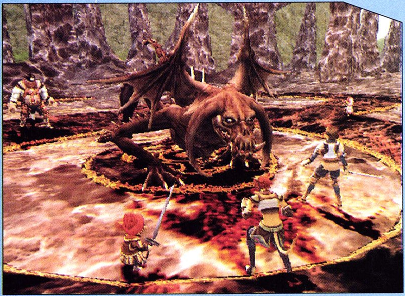


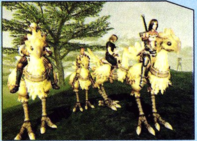
Nina: 今日は天気がいいなあ！
Rion: 結構いい感じだよー^^
Nina: 誰かパーティー組みたい人いませんかー？
Seagal: 誰かメリファトに連れてって〜
Rion: 私行けるよー
Rion: ３０分後にどう？
Say
私も行ってみたい！

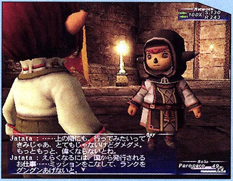
"What sets *FFXI* apart is a world that's unique to Final Fantasy, with an emphasis on the storyline."

Beyond that, how you spend your time in Vana'diel is up to you. Heck, if you choose, you can ignore the main story altogether. "It's up to the players whether they want to follow it or not," Tanaka says. So if you just want to futz around, or if you need some time away from your pals who are joining you on your journey, there's plenty to do. For starters, you'll want to pick up a chocobo and forage around for useful and rare items (much like the Chocobo Hot & Cold minigame from *FFIX*). Or you can relax with what may be the most-overused RPG minigame ever: fishing. In *FFXI*, though, you can even fish off the side of a traveling ship, which you'll need to do to snag some rare items. Or you can just wander about, exploring your world and fighting fiends.

But playing solo will only get you so far. And really now—that's not what this game is about. Communication, partnership, *bonding*—these things are essential if you







Jatata : ……上の階にも、行ってみたいって？
きみじゃあ、とてもじゃないけどダメダメ。
もっともっと、偉くならないとね。
Jatata : えらくなるには、国から発行される
お仕事……ミッションをこなして、ランクを
グングンあげないと。

want to get anywhere. Playing with others—be they on the next block, in the next town or halfway across the world—is ultimately the best part of an MMORPG.

Tanaka and his team have constructed a system for communicating that should be familiar to long-time MMORPG players but easy enough for newbies. At the heart of the setup are a few simple commands: "Say" lets you talk to surrounding players; "shout" broadcasts your message to a larger area; "tell" lets you chat with a specific person; "party" lets you converse with your party members; and "Linkshell" lets you communicate across vast distances (although you'll need a Linkshell to do this). You can also post updates on the PlayOnline message boards and send and receive PlayOnline e-mail while in the game. (PlayOnline is Square's online service, which you need to play *FFXI.*) Plus, with a keyboard, you can trigger nonverbal cues that your character will act out, from simple yes/no nods to salutes, pokes, waves, panic, disgust, doubt, sighs and much more. Best yet, the game has a limited translation feature so you can chat with gamers around the world using specific words from a list. "We hope players will enjoy chatting with others utilizing these various communication functions," Tanaka says.

WIN FRIENDS AND INFLUENCE PEOPLE

Talk is cheap, though. It's not enough to just make friends. You actually have to form parties and alliances if you want to get anywhere in *FFXI.*

THE NUTS AND BOLTS OF GETTING CONNECTED

A lot of you have been asking: "So what *exactly* will I need to get online?" The simple answer: a PS2 Network Adapter and an Internet provider. Now, you might *want* a little more than that, and if so, we're happy to help. Herein you'll find configurations for several setups, but remember that this is just a general idea of what you need. This isn't intended as an in-depth instruction manual, so we take no responsibility if you destroy your computer, break the Internet, or blow up your house.

DIAL-UP: PLUG, THEN PLAY

Dial-up users really have one huge advantage over broadband users: ultra-easy setup.

What You Need: PS2 Network Adapter, Internet service provider, phone cord

The Setup: Install the Network Adapter, connect the Network Adapter to your phone jack, and run the enclosed Network Adapter setup utility. Stop staring, you're done. Go play already. (OK, some of you may need to contact your ISPs to get specific setup info.)

The Cost: $40 for the Network Adapter, $2 for a phone cord (if you don't have one lying around the house)

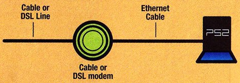
Simple, huh? It's broadband where things start getting interesting. There are a number of different configurations you can use depending on your tech savvy, but we've generalized things down into three basic options. With even the most basic, though, don't be surprised if you need to give your ISP a call to determine some basic settings.

BROADBAND: BARE-BONES

If you have broadband service already, you should already have everything you need for this setup option.

What You Need: PS2 Network Adapter, cable modem or DSL service, Ethernet cord

The Setup: See that cord that runs between your cable/DSL modem and your PC? That's your Ethernet cable; it looks like an overweight phone cord. Unplug it from the back of your PC and plug it into the PS2 Network Adapter. Run the Network Adapter setup utility and get your game on. (Note: Some modems connect to the PC via USB; that's the cable that's squarish on one end and thin and flat on the other. In this situation, you'll have to disconnect the cable from the modem and get your hands on an Ethernet cord long enough to run between the modem and your PS2.)



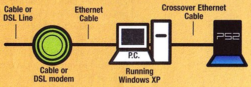
The Cost: $40 for the Network Adapter (plus maybe the cost of an Ethernet cable; a 100-foot cable runs about $25, so this isn't going to break the bank)

BROADBAND: ADVANCED

We include this option because it's the cheapest way to have both your PS2 and your PC online at once, but it ain't easy. Your configuration may vary depending on your ISP, your computer or planetary alignment.

What You Need: PS2 Network Adapter, cable/DSL service, additional PC Ethernet adapter, one Ethernet cord, one "crossover" Ethernet cord, Windows XP

The Setup: First, install the second Ethernet adapter in your PC. Then connect one end of the crossover Ethernet cord to the new adapter. Connect the other end to the PS2 Network Adapter. Run WinXP's Internet Connection Sharing Wizard to set up your PC as the host computer. Then run the PS2's Network Adapter setup utility. Look, it's an ultra-simple home network!



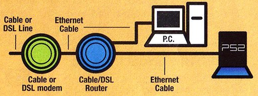
The Cost: $40 for the Network Adapter, $10 to $20 for additional PC Ethernet card, $5 to $25 for crossover Ethernet cord (depending on length)

BROADBAND: HARDCORE!

If you're looking for a reason to set up a real home network, you've found it. This is only for those with a better-than-average grasp of technology, but its flexibility makes it worth the effort, especially if you're in a house with more than one PC.

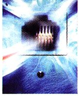
What You Need: PS2 Network Adapter, cable/DSL service, cable/DSL router, three Ethernet cables

The Setup: Remember the Ethernet cord we talked about earlier? Unplug it from the back of your PC and plug it into the router. Then take one of the Ethernet cables and run it between the router and the PC. Take the last Ethernet cable and run it between the router and your PS2 Network Adapter. Run the setup software provided with the router, then run the Network Adapter setup software. You are now officially In the Zone.



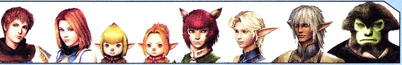
The Cost: $40 for the Network Adapter, roughly $70 to $100 for the cable/DSL router, $10 to $35 for two extra Ethernet cables (depending on length)

Sure, there are plenty of setups and different configurations. If you wanted to get *really* hardcore, you could permanently wire your entire house for Ethernet (and spend a few hundred dollars—minimum—in the process; but all your geek friends would sure be jealous). Or you might be able to go wireless. In other words, there are as many configurations as there are house layouts. But hopefully these scenarios will give you a place to start.



But before you do that, you have to, well, become yourself. The first step is to choose your race and sex. As we've reported before, *FFXI* has five basic races: the human-like Hume, the elven Elvaan, the too-cute Tarutaru, the brutish Galka and the feline Mithra. Each has its obvious strengths: The Hume are the best balanced, the Tarutaru are strong magic-users, the Elvaan are good fighters and so forth. For extra zip, you can also customize your hair and outfit.

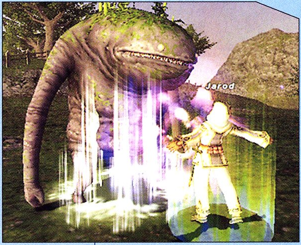
Next you pick a job class. Out of the 11 total jobs, five should be immediately recognizable to anyone who's played the first Final Fantasy: Fighter, Monk, Thief, White Mage, Black Mage, Red Mage. Beyond those are Thief, Minstrel, Dark Knight, Paladin, Beast Master and Hunter. Each class has a series of special skills that you'll learn as you gain experience. Eventually, you'll want to switch jobs, but when you do that, you can still retain some of your earned abilities by setting your former job as a support job. Keep in mind, though, that you don't gain experience in that support job and it can never be more than half as strong as your main job.



There are five basic races in *FFXI*. From left to right: two Humes, two Tarutaru, a Mithra, two Elvaans and a Galka.

Your character also gets his own house, complete with a friendly mog that'll help you decorate the premises and guard your valuables. You also switch jobs while at home.

Now that you're set up, you'll need to venture out and find a group of like-minded but diverse travelers to help you along your way. A total of six people can form a party, and any party can join up with two other parties to form an alliance. The key here is to balance your strengths and bolster your weaknesses. You'll also need to ally with different races from different lands, as you initially won't be able to enter certain realms without certain races in your party.



Now that you've got a group together, you can get into the real fun: the battles! Depending on where you are, monsters will be roaming about, and engaging them is as simple as casting a spell from a distance or walking up and hacking away. While you don't directly control the action (this ain't a hack-'n'-slash-athon), you choose your moves in real time and then watch as it's pulled off. Timing is key here; it takes a lot longer to cast a spell than to swing a sword. But teamwork is the biggest concern, as you'll need to, say, protect that Tarutaru black mage so he doesn't get squashed while calling forth Blizzard. As Tanaka explains, "The key is to discuss strategy with your party members whenever possible."

PAY TO PLAY

Now for the not-so-good news: Assuming you're starting from scratch, you'll need plenty of scratch to play *FFXI*. Along with the game, you need the Network Adapter and the Hard Drive (though some insiders suggest the Hard Drive might not be necessary here). You also have to sign up for PlayOnline service (currently about $10 a month in Japan). And that's on top of the cost of your current Internet service provider. Plus, if you want to fully experience the game, you'll need a keyboard and mouse, too. Oh, we can't forget the occasional extra fees that'll pop up, like throwing down an extra buck or two every time you want to create a new character.

That's a lot of gil. But just think for a second about what you're getting: It's Final Fantasy. It's online. It's got a very specific quest. But it's also an endless game. ("Additions to the story will be made on a regular basis," Tanaka tells us. "They'll be somewhat related to the main story, but still can be considered a separate story.") And there's also a good possibility that Square will offer some sort of bundle deal, where, for example, you pay for service and get a Hard Drive bundled in for free (though there's no official word on this as yet).

And consider this: We haven't even scratched the surface of what *FFXI* offers. From the various guilds you can join, to the crystals you'll gather, to meals that you can cook and enjoy, to specialized weapons you can build, there's just so much more.

FFXI also offers the chance to experience something never before achieved: Players can access the *same* world, whether it's in Japanese or English, on the PS2 or PC platform, or via 56k modem or broadband. And *FFXI* has something to offer for *any* kind of player, according to Tanaka. "We're targeting both online gamers and Final Fantasy fans, but the game is designed to appeal to a wide audience," Tanaka says. "Since *FFXI* is multi-platform, I'd say that we target mainstream gamers through the PS2 and hardcore online gamers through the PC."

But, of course, this is Final Fantasy, so mass appeal isn't enough. As always, Tanaka and his team have set their sights much higher. "Our goal," Tanaka says, "is to create the best MMORPG in the world."

1,000's

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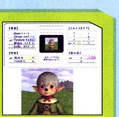

Sure, we crammed plenty of good, exclusive info and screens into these pages, but if you simply must see everything possible about *Final Fantasy XI*, then hurry up and check out PlayOnline's *FFXI* area at **www.playonline.com/ff11**.

Not only can you mellow out to the dulcet sounds of *FFXI*'s opening melody, but if you root around, you'll find all kinds of goodies, like a live, streaming video feed of the game. Dig a little deeper, and you'll get to a collection of nifty video clips. You can also check out all kinds of screens that showcase the interface, the setup and an assortment of other intriguing aspects and moments from *FFXI*.

But possibly the coolest find is the character generator, which lets you click through a handful of options to build and customize your own resident of Vana'diel. Head directly to **www.playonline.com/ff11/character/attention.html** for that one.

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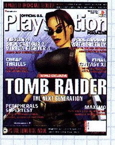

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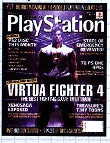

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Demo Disc playables: **Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!**

Issue 39 – December 2000 $10
Crash Bash
Demo Disc playables: **Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove**

Issue 40 – January 2001 $10
Gran Turismo 3
Demo Disc playables: **Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2**

Issue 41 – February 2001 $10
Z.O.E.
Demo Disc playables: **Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken**

Issue 42 – March 2001 $10
EA Sports Big
Demo Disc playables:
CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

Issue 43 – April 2001 $10
Twisted Metal: Black
Demo Disc playables: **Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt**

Issue 44 – May 2001 $10
MoH: Frontline
Demo Disc playables: **Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2**

Issue 45 – June 2001 $10
Dark Cloud
Demo Disc playables: **Grind Session, Hot Shots Golf, Dino Crisis, Klonoa**

Issue 46 – July 2001 $10
Tomb Raider
Demo Disc playables: **Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge**

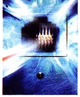
Issue 47 – August 2001 $10
Final Fantasy
Demo Disc playables: **Final Fantasy VIII *Video previews:* Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer**

Issue 48 – September 2001 $10
Ico
Demo Disc playables: **Mat Hoffman's Pro BMX**
Video previews: **Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur**

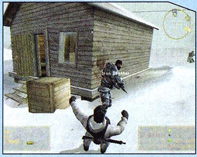
Issue 49 – October 2001 $10
Silent Hill 2
Demo Disc playables: **Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter**

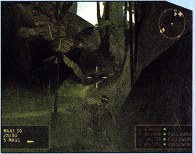
Issue 50 – November 2001 $10
Grand Theft Auto III
Demo Disc playables: **Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3 *Video previews:* Dragon Warrior VII, Syphon Filter 3**

Issue 51 – December 2001 $10
Metal Gear Solid 2
Demo Disc playables: **NBA Street, Kinetica, Extermination, Gallop Racer 2001 *Video previews:* Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica**



SOCOM: U.S. NAVY SEALS





Duck into ground fog and you'll be practically invisible—and not just to computer opponents; cover works equally well against human opponents.

"This is the first time the console world is meeting the Internet in a big way," Jim Bosler, president and CEO of Zipper Interactive, reports in a businesslike, understated tone. "The console world is big on simplicity, on having things work right the first time. So a lot of work is going into making the interface and the gameplay as smooth as possible. But we also want to make sure we have the online depth of a PC title, so that two years later people will still be playing the game." If you've spent any time with a PC-based first-person shooter, you don't need us to tell you that's a tall order. But Zipper undoubtedly has the chops to make *SOCOM* live up to those high expectations. In addition to PC titles like *Mechwarrior 3*, *Crimson Skies* and *Recoil*, the founders of this Seattle-based development group were responsible for the design of the mother of all online games: SIMNET, the mega-scale world-wide-war simulation network deployed by the U.S. Army and DARPA (you know, the folks who created the Internet). So yeah, when it comes to the convergence of war games and the Internet, we'd say these guys know what they're talking about.

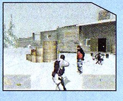
Perhaps that's why they're devoting every bit as much time and effort to the online components as they are to the single player. "We think the game is equally strong as a single-player game and a multiplayer game," boasts Bosler. "We started out as a single-player game, then added a second team to address multiplayer. So now there are 12 single-player levels and 12 multiplayer levels; we view it as two games in one." And that's going to prove important, because Zipper is taking a gutsy step with this, the flagship title in Sony's online plans: They're not letting people with dial-up connections swim in their pool.

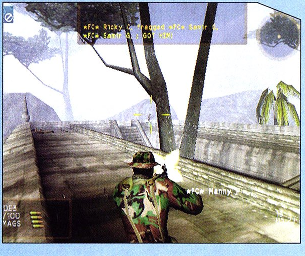
You read right; *SOCOM*'s multiplayer elements will be playable only by those with broadband connections. "In a game with 16 players," Bosler explains, "we have to make sure we're not compromising the gameplay experience. With the level of complexity we're talking about here, we felt the dial-up experience would be compromised. If it were a marketing decision, we would do both, but in terms of gameplay, we think right now that broadband is the only way to accurately deliver the gameplay experience."

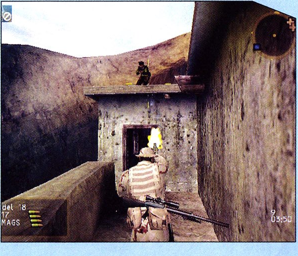
We know you dial-up users might be screaming "cop-out" right now, but Bosler's not making idle chatter when he talks about the complexity of the game. Consider: You can have up to 16 players in a game (plus an undisclosed number of computer-controlled "escortees" in Hostage Rescue missions), each of the players has access to over 30 weapons, and each of those weapons has an astonishing amount of physics information surrounding it. For example, every bit of scenery in the game has a different penetration factor: On the high end, you have impenetrables like rock and steel, and on the low end, you have things like flimsy wooden boxes and, well, flesh. (Note to *SOCOM* players: Do *not* attempt to use wooden boxes for cover; bullets will perforate them and, by extension, you.) Add to that the remarkable level of detail in both the character models and the environment, then top it off with the robust "clutter technology"—the proliferation of ground cover like underbrush and low-lying fog—and you've got one heck of a lot of information being transmitted.

"The console world is big on simplicity, on having things work right the first time."

So, what do you get in return for putting your faith in broadband? Plenty. As we mentioned, Zipper has been quite conscious of online expectations from the PC world. They're addressing those expectations by including things like stat-track-







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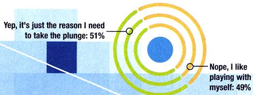
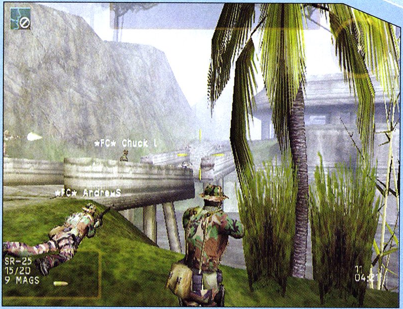
So *SOCOM* is broadband-only. And you don't have broadband. Will *SOCOM* (or other games) prompt you to upgrade to broadband?





ing, a ranking system and support for clans (player-created persistent teams whose stats are tracked collectively). Since all games will be hosted on Sony's servers, the system will automatically keep track of your statistics—from basic kills to specifics like head shots—for as long as you play. Similar stats will be tracked for clans.

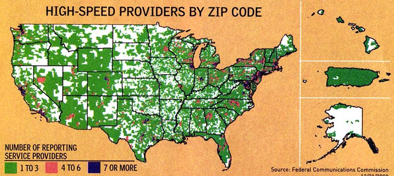
And speaking of playing with your friends, you'll be able to chat with them in online games through *SOCOM*'s included USB headset. The headset will be used to issue commands to your teammates in the one-player mode, but once you get into an online game, it'll be living humans on the other end. We imagine it'll get fairly noisy.

And when it comes to the actual gameplay, you'll have the option of three different kinds of team games: Demolition, a kind of anti-Capture-the-Flag where the object is to plant explosives in your opponent's base; Hostage Rescue, where a team of SEALs must retrieve a group of prisoners being held by the opposing team; and Suppression, where both teams simply try to wipe each other out (which is, incidentally, also a pretty straightforward way of ending either of the other types of missions).

During our extensive 16-player session at Zipper's offices, we discovered that the 12 levels set aside for online play have been carefully designed for a team game in which stealth is a crucial factor. You'll find plenty of ground cover, lots of secret tunnels, and enough well-protected sniper posts to make those anti-camping whiners from the PC FPS world whine themselves hoarse. (Go play *Quake*, whiner. This here's a thinkin' man's game.)

With this being a piece about the online side of things, we haven't even touched on the extensive involvement of actual U.S. SEALs in the design of the game, or the level of complexity involved in each of the game's 12 enormous one-player missions, or the different areas of operation in which the game takes place. We haven't talked about escorting hostages, body removal, or the bad-*ass* targeting (and sniping!) engine. Heck, we haven't even mentioned the gorgeous, lush graphics. But there will no doubt be ample opportunity for such things in the future. Because based on what we've seen so far, we have a feeling we'll be talking about *SOCOM* for a long, long time.

BUT I DON'T HAVE BROADBAND!


HIGH-SPEED PROVIDERS BY ZIP CODE
NUMBER OF REPORTING SERVICE PROVIDERS
🟩 1 TO 3
🟥 4 TO 6
■ 7 OR MORE

Source: Federal Communications Commission 12/31/2000

Modem envy. It's all too common these days. Your neighbors are all talking about their "fat pipes," and you're stuck with that thin little dial-up connection, wallowing in a sea of busy signals, lost connections and slow, slow, slow service. Sure, you'll be able to play *most* PS2 games online with a dial-up, but we already know of one—*SOCOM*—that'll be reserved for the broadband elite, and we'd venture to guess at least a couple others are on the way. Dial-up users are no doubt beginning to feel like second-class citizens, relegated to the bench in the game of technology.

But it doesn't have to be this way! Broadband is faster, cheaper and more widely available than you think! Don't believe us? Check out our answers to some common complaints about broadband. (Kids, you might want to use this sidebar to help convince your parents to take the plunge. All the cool kids are doing it.)

Broadband isn't available in my area!

OK, if you've really looked into it—and we're not talking about just asking around at the Bridge Club—and there are really, truly, no broadband options for your location, you may be out of luck for now. But chances are quite good that at least one form of broadband service (either cable modem service or DSL) is available in your area. A recent study by the Federal Communications Commission (you know, the FCC) reports that as of June 30, 2001, nearly 80 percent of zip codes in the U.S. had at least one broadband provider—and almost 60 percent had two or more. Even among the zip codes with the lowest populations (i.e., The Sticks), 49 percent had at least one high-speed subscriber.

Clearly you're not looking hard enough. Head over to www.cable-modem.net (it's OK, we'll wait—we understand how long it takes for you dial-up users) and click on "Service Locator" for a good starting point in your search for service.

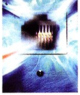
Broadband is too expensive!

Yes, in the majority of situations, broadband is indeed more costly than dial-up service. But the disparity between the two is generally much slimmer than most people think. Sure, dial-ups tend to be around $20, while broadband is generally around $40 to $50. But with dial-ups, many people need a second phone line, which usually runs at least $10. Broadband connections don't tie up your phone in the first place, so you wouldn't need a second line. (Those of you who already have an extensive cell-phone service plan, in fact, could conceivably get rid of your land-line service altogether! That pays for the connection right there.)

And furthermore, most broadband providers are offering great sign-up deals. AT&T Broadband, for example, is running a deal in Chicago where you can get the first six months for $19.99 a month, with free installation. (And on the DSL side of things, SBC Ameritech is offering deals for as low as $29.95 a month for 12 months, at least in our area.) And to top it off, if you're willing to make the $100 or so investment to actually buy a cable-modem outright, most broadband providers will knock another $10 off your monthly bill. Many cable providers also offer special deals with certain cable packages.

Broadband isn't really *that* much better than dial-up.

Are you crazy? Of course it is! For one thing, it's always on. If your computer's turned on, you're connected to the Internet. This turns the Internet into the truly useful tool it was always meant to be. For another thing, it's faster—much, much faster. The typical cable-modem connection runs about *30* times faster than 56K modem. Thirty. That's "three-oh." Furthermore, this speed allows you access to the kind of technology dial-up users can only dream of. You know those choppy, crappy video or music streams you're subjected to as a dial-up user? Broadband users get near-CD-quality audio and VHS-quality video streaming straight to their desktops. And finally, *it's the only way you can play* SOCOM *online!* Believe us, that's practically reason enough.



FREQUENCY

You know, you'll get your money's worth when you buy the PS2 Network Adapter—even if you never buy an online game. That's 'cause the Adapter comes packed with an online-playable version of *Frequency* that boasts over 12 new songs. You'll be able to play the basic game, or go Freestyle, teaming up with other players to create new mixes of the game's songs.

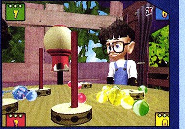
☎ 4 Q3 2003

ATV OFFROAD FURY 2

Last year's underrated racer gets updated, with 40 new tracks, 20 new ATVs, new minigames (tag, soccer and "King of the Hills" among them), a full-fledged rider editor and a waypoint editor for the outdoor events. And, of course, it wouldn't be in here if it didn't support online play. You'll only be able to play with three other people at a time, though—we wish it were more.

☎ 4 Q4 2002

MY STREET



This one seems to have come out of nowhere, but we're somewhat intrigued. Developed by Idol Minds, the folks responsible for the latter Cool Boarders games, *My Street* is a collection of multiplayer games set in the environment of a residential block. Players will create a character, customize his or her appearance, and go against up to three other players in games like dodgeball, marbles, volleyball, RC racing and "Chemistry Set." The game will also support the Multi-tap for local play. Seems like it's mostly aimed at a younger audience, but we're curious about that chemistry set....

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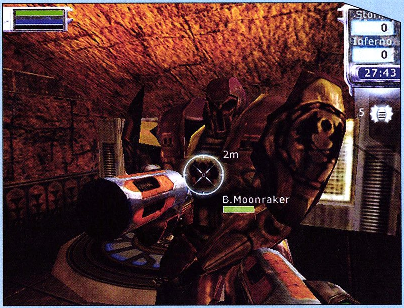
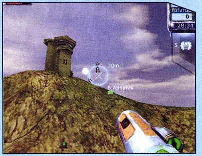
TRIBES AERIAL ASSAULT





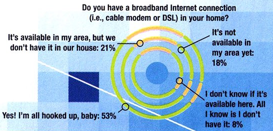
You're up against the wall. Literally. A 10-story-tall cliff looms above you like the Earth itself is giving you the finger. And at the top, the enemy base—your destination. In most such situations you'd be forgiven for collapsing into a whimpering ball and waiting for it all to go away. But this is *Tribes*, and you've got another way out.

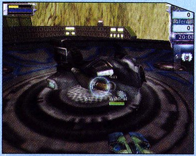
The tap of a button brings your jetpack online, and it's up, up and away. This fundamental element—providing everyone with jetpacks—is one of the many things that distinguished *Tribes* from other PC first-person shooters on the market. Suddenly level designers were free to go vertical, and the claustrophobic corridors of the past gave way to wide-open spaces. And so you're free to float peacefully skyward along the face of that enormous cliff—at least until you get high enough that the sniper sentry posted at the base can get a bead on you. Oh, and have you noticed you're out of jetpack fuel? Whoops. Thank you for flying *Tribes Aerial Assault*. You are now free to move about the afterlife.

> **"It was nearly a year ago that we first got a tantalizing glimpse of *Tribes* on PS2...and it was already looking great."**

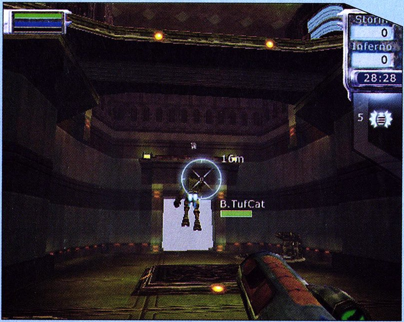
It was nearly a year ago that we first got a tantalizing glimpse of *Tribes* running on PS2. It was set up with positions scattered across the show floor at E3 last year, and it was already running smooth and looking great. At the time, it was generally assumed that Sierra would be delivering a more or less intact port of the PC's *Tribes 2* to the PS2. It's only recently we've learned that this is not the case—far from it.

While *Aerial Assault* does bear some fundamental resemblances to *Tribes 2*, developer Inevitable Entertainment is doing a lot more than giving the game a facelift. Whereas *Tribes 2* supported massive, 64-player combat, *Aerial Assault* is scaling down the mayhem to a more manageable 16 players. And with the smaller teams, other adjustments are being made to keep the action more focused. "Changes are being made mainly in the area of map size, weapon balance and vehicles," Chris Mahnken, the producer of *Aerial Assault* at Sierra, told us. "The idea is to balance the game for teams of between four and eight players, rather than the massive 32-on-32 games in *Tribes 2* for PC. This means retuning maps and making appropriate changes to vehicles." Alex Rodberg, *Tribes* brand manager, got even more specific in an interview with online site IGN: "The idea is having faster movement (actually an increase in gravity and a decrease in resistance) and having the action placed more centrally between the bases so you're not spending a lot of time traveling. You're spending more time actually in combat or grabbing the flag and running with it." (Rodberg is actually speaking about *Tribes Fast Attack*, the PC equivalent to *Aerial Assault*, but Mahnken had this to say about *Fast Attack*: "One day we were playing *Aerial Assault* and realized that Inevitable had done a great job in realizing the 'vision' for *Tribes*—that of a game geared for smaller teams than *Tribes 2* so it's faster and more action-packed. We immediately asked them





Above: Just one of the four vehicles you'll be able to pilot in *Aerial Assault*. Right: TufCat, meet Mr. Boomstick.



to work on a PC version that did the same thing as *Aerial Assault*.")

Vehicles have been a huge part of the *Tribes* draw, and they won't be taking a back seat in this installment, either. There are, however, some necessary changes being made to the stable of vehicles. The lumbering tanks are being removed, as are the multi-unit flying transports, since they would end up causing some serious balance-of-power issues in the smaller matches. There will still be flying vehicles, of course: You'll be able to pilot both a single-player bomber and a single-player fighter. In addition, up to five players can pile into a ground transport (which has been equipped with a machine gun for defense). And perhaps most exciting is the inclusion of the single-player "ground bike." Fast, nimble transport across wide-open battlefields sounds pretty good to us.

Inevitable is also re-evaluating all the weapons to capitalize on the "smaller, faster, better" theme. As of this writing, they haven't made any definite commitments in this area, but they expect to make enough changes that PC *Tribes* players will get a chance to experience the game for the first time all over again.

It's interesting that *Aerial Assault* is heading in such a different direction from *SOCOM* in terms of the online infrastructure. Where *SOCOM* forces players to compete on the Sony servers, *Aerial Assault* will support player-created games only—including LAN support for those lucky few whose PS2s are connected to a full network (college students, we're talking to *you*). And while *SOCOM* integrates support for clans, ladder matches and so on, *Aerial Assault* will not: "We definitely support the *idea* of tribes or clans," says Mahnken, "but there is no in-game mechanism for joining or managing a clan. We've streamlined the game and removed some of the extraneous features found in *Tribes 2* like the Web browser, e-mail client, etc. Our feeling is that *Aerial Assault* is about the game, and players are better served by using other tools for community." And where *SOCOM* is broadband-only, the developers of *Aerial Assault* are at least *trying* to optimize the code to support dial-up connections. Mahnken is carefully noncommittal: "We're spending a lot of time testing dial-up connections but haven't made that decision yet. If it's fun on 56k, we'll support it." It's as simple as that.

Like *SOCOM*, however—and like the vast majority of online PS2 games we know of—*Aerial Assault* will not charge a dime for online play. (Obviously, you'll still have to pay for your Internet connection.) And like *SOCOM, Aerial Assault* is expected to release alongside the Network Adapter. Looks like first-person shooter fans are going to have plenty to get excited about come August.

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TWISTED METAL: BLACK ONLINE

Contrary to expectations, it appears that *TM:BO* won't require the original game to play. Instead, it'll be a standalone product with no Story mode, no cinemas and no new characters. Basically, the game will be what it says on the package. There will be, however, plenty of competitive modes to keep the action interesting.

First, you have your basic Deathmatch mode. Shoot anything that moves, and the person with the most kills within a given time period is the winner. A slightly different take is Last Man Standing, in which every player gets a set number of lives, and once they're gone, you're out of the game. The winner is the one player who's not dead at the end.

More interesting is Man Hunt. One player becomes "Prey," and all the other players (the "Hunters") must pursue him. But the Hunter who actually kills the Prey becomes the next Prey...and so on, until there's only one Hunter left.

The final mode is Collector, in which players must collect a preset number of "Artifacts" scattered across the level. But once you collect them, you'll have to work to keep them; a few strong attacks will cause you to drop what you're carrying and you'll have to start collecting the artifacts all over again.

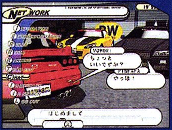
Also new is the addition of a selection of vehicle modifiers called Power Relics. These Relics adjust the attributes of your vehicle; some are defensive, like those that reflect attacks back on the attacker or render the player invisible. Others are offensive, like the one that doubles the strength of all your weapons. There's even at least one negative power-up, which causes damage to be inflicted upon your own car whenever you attack other players.

Sony won't confirm a release date yet for *TM:BO*, but we're already starting to anticipate blowing each other up from a safe distance.

8
release date not available

MORE TO COME

Auto Modellista
Capcom won't confirm that *Auto Modellista*, which will have online options when it releases in Japan, will retain those options for its U.S. release this fall. But they'd better. This cel-shaded racing game looks absolutely incredible. Its mix of licensed cars and its undeniable style make us drool, and the ultra-customizable cars will keep us tinkering away for weeks. Plus, we're excited to see how the game manages to balance the realistic vehicles with an arcadey style. Will we finally get to see licensed cars suffering damage? Only time will tell.



Resident Evil Online
We will physically assault Capcom, collectively and individually, if they don't bring this game here. It's already confirmed for Japan, and a few details have even surfaced: Supposedly you'll start off the game as human, until you get bit by a zombie—then you become one yourself and get to tear up your pals. How bad-ass is that? Capcom, don't make us come over there!

Tony Hawk's Pro Skater 4
Well, duh. *Tony 3* went all indie with its online support; we'd be awfully surprised if *Tony 4* took it out for some odd reason. But Activision refuses to confirm at this point.

And More...
The following games have been announced, but we don't have any concrete details on any of 'em. There's sure to be plenty of new announcements at E3, but for now you can just let your imagination run wild with these:

Ace Combat Online • Arc the Lad Online • Armored Core Sigma • Bomberman Online • Clockwork Online • The Dungeon of Druaga • Hot Shots Golf Online • Hundred Swords • Namco Sports Online • Nobunaga's Ambition Online • Project Venus • Tokyo Xtreme Racer Online • Vib Ribbon Online

TIMESPLITTERS 2

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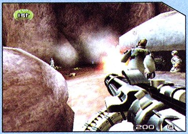
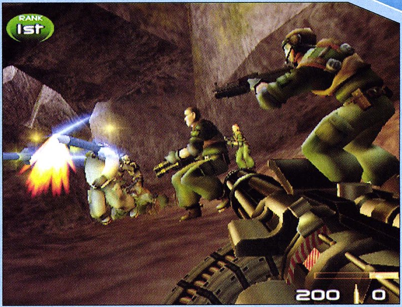




It's probably been one of the worst-kept secrets in the game industry. Every time anyone asked the gents at Free Radical if *TimeSplitters 2* was going to be playable online, the reply was the same: "We can't talk about that." Which, as just about everyone assumed, simply *had* to mean "yes." But Eidos and Free Radical have kept their mouths shut.

Until now. Now we can finally confirm that, yes, *TimeSplitters 2* will support online play. And we can't wait to see what they're going to do with it.

Our biggest question once we learned that the online feature was a "go" was whether the extensive map-creation tool would allow online play of user-created maps. David Doak, the director of *TimeSplitters 2* at Free Radical, is cautiously hopeful: "Ideally, yes. For hardcore shooter fans, this is something that traditionally has been expected on the PC side. Now that we're seeing consoles graduating to the same technological playing field as PCs, would it not be a logical progression of the technology to offer the utility of user-created online maps to the console gamer? Part of the vision of our MapMaker utility is to encourage players to build their own *TimeSplitters 2* maps and make them available for others to compete in." That sounds promising.

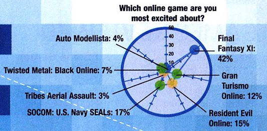
The other big question that's been going around since the announcement that *TS2* would be a multiplatform release is whether we'd be able to compete online against players on other consoles. This doesn't look nearly as likely: "It probably won't happen," says Doak. "It's a first-party decision, and it's out of our hands. Obviously in the future it would be nice to do, but the console manufacturers would have to want to cooperate to do it. Given that each is in a different stage with executing their online plans, it doesn't seem as if that would be a reality for the first generation of console-online gaming."

But you will be able to play against up to 15 of your friends (and enemies) at once. That looks like it's fast becoming the standard for online first-person shooters on the PS2; Doak offers some insight as to why: "Multiplayer games of this sort are often more fun with smaller groups of people, because you get the chance to eliminate small groups of opponents repeatedly in one session, which makes the game personable. You learn someone's alias, you know what they look like, you hunt them down, and you have it out with them. That's meaningful competition—picking your fights. We think there are more bragging rights in saying you killed a few people many times than in saying you killed a lot of people once each."

We'll let you know how to find us online when the game launches in September. You know, just to be personable.

When we get our hands on the map builder, we'll set you all up with maps, K?

? 16 Q3 2002



ONLINE SPORTS

MADDEN NFL 2003

For 13 years, *Madden* has been a dominating force on every console it's graced. Now that force is leading EA Sports' online charge by being this year's only EA Sports title online.

"We want to give the game players all the basics of a great online experience: chat, online stats, updated rosters and, of course, the head-to-head gameplay experience," said Kenny Ilko, assistant producer. "The goal of *Madden 2003* online is to focus on this core experience, then evolve in future years to include franchise, two-minute drill and even the new minicamp."

Madden going online (besides just *being* online) offers two things we're chuffed about. First, key stats will be kept for online gamers ranging from wins and losses, current winning or losing streaks, and overall rankings to run vs. pass ratio, average yards passing and rushing per game, and even your disconnect percentage. The other big factor: the amount of people who will play *Madden* online.

"Even if only 10 percent of *Madden* PS2 players play online, you're still talking about almost 200,000 people," said producer Jeremy Strauser. "With that many people, the community will be very active and the competition will be fierce. Those who go online will be hooked."

One turn-off (especially if you've played Dreamcast games online) is the lack of a keyboard. Since Sony hasn't announced an official keyboard yet, *Madden* won't use one. To make up for it, there will be 10 customizable "quick messages," but otherwise you'll be using your controller to type. *Ugh.*

But that disappointment will be curbed by the roster downloads. One will be available for the start of the season, which is huge, considering the game's July release is a full month before the seasons starts.

As for sacrifices to get the game online, the instant replay has been taken away. But otherwise the game's in great shape.

So, why buy *Madden* over *NFL 2K3*?

"*Madden NFL 2003* is simply the most complete NFL experience you can own," said Ilko. "Our gameplay is tournament- and player-tested and has the great advantage of John Madden being personally involved in the strategy and design. We offer the most complete and realistic in-game experience, the best graphics and deepest franchise mode."

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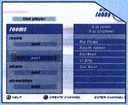
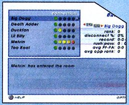
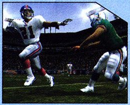
Below: The main *Madden* lobby once you're online. Center: Inside the lobby where you challenge other gamers. Right: Tiki gives a mad stiff-arm to a Dolphin.





Melvin: has entered the room



NFL 2K3 & NBA 2K3

Going online is familiar territory for Sega Sports and Visual Concepts. For two years, they got the most out of the Dreamcast, bringing together sports gamers by putting *NFL 2K1*, followed by *NBA 2K1*, online.

But getting online with a new console poses all-new questions for a company best described as the first true competition for EA Sports. Connectivity and limitations come to mind first.

"With our experience with console online gameplay on the Dreamcast, I'm very confident that the online gameplay experience for PS2 owners using the 56k modem will be as good, *if not better*, than the Dreamcast," said VC's president, Greg Thomas. "We've got some geniuses working at VC who know how to streamline online play through a narrowband connection with amazing results. Obviously, if we can do this with narrowband, the broadband experience will be significantly better. As for connectivity between a narrowband user and a broadband user, we believe we can deliver a very satisfactory experience with both."

When it comes to feature sets, every sports gamer wants to know if there there will be leagues and a No. 1 player that everyone else can try to dethrone.

"Leagues are definitely something we want to explore for the future, but the first thing we want to do is to establish a good foundation for online sports gaming," said Thomas. "And yes, there will be an online ranking ladder for online play similar to what we had for *NFL 2K2* on Dreamcast."

One difference for the *2K3* games is that they'll support any USB keyboard. A real treat if you want to talk smack to that guy in Alaska who's losing by 30 points. It's also good for coordinating user-run online leagues (there were plenty on Dreamcast).

As for additional bonuses with playing online, VC and Sega are planning regular roster updates that you can download. There's no word if those rosters can be used online (they couldn't on the Dreamcast), but our fingers are crossed.

So what sacrifices were made so the game could work online?

"Sleeplessness and insomnia," quipped Thomas. "Seriously, you won't see any visual letdowns when you play our games online; our goal is to have online gameplay experience to be identical to playing the game offline."

All right, so in the name of competition and equal time, why should gamers buy *NFL 2K3* over *Madden 2003*?

"Check the history. We've done online console games and we've been very successful," said Thomas. "All we can do is improve upon what we've learned. We respect the competition's first foray into the online console world, but believe us, experience counts in this new online world."

▲ NFL 2K3

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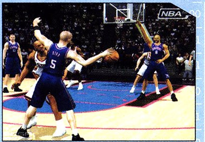

NBA 2K3 ▶

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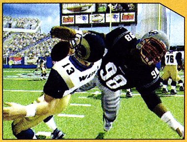

989 SPORTS

If 989 Sports wants to re-establish itself as a perennial power in sports gaming, this might be their last chance.

One promising sign: they're taking the online revolution very seriously. Their three primary sports titles: *NFL GameDay 2003, NBA ShootOut 2003* and *NHL FaceOff 2003* are all confirmed for online, and the follow-up to their fantastic soccer title, *World Tour Soccer 2003*, is also expected to be available for online play.

As for particulars about the games, there's no word as of yet. We're expecting the status quo, meaning there will be no leagues or franchises set up for online play.

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THE **FINAL SCORE**

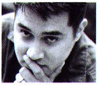
●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the critics

JOHN DAVISON
Back from his honeymoon, John is now thoroughly mellow and fully prepared to kick everyone's ass at *SOCOM* when it launches in August.

JOE RYBICKI
Joe just bought a 5-lb. bag of meatless jerky, becoming the office pusher. Now he trades 9-oz. sacks ("niners") for games. Want some?



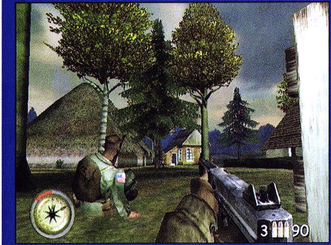
GARY STEINMAN
After another month with no RPGs, Gary crumpled into a pile of random stats. John pieced him together again, but only as a lowly Lvl. 1 Grump.

CHRIS BAKER
Hanging out at the big Star Wars con in Indy in May, C-Bake was thrilled to meet a loyal *OPM* reader. So Kevin, this bio's for you, buddy!

TODD ZUNIGA
May is official Dork Out Month for TZ. *Star Wars. Spider-Man. Frontline.* E3. Yet he's found time to pen a few Elvis-based short stories.

SAM KENNEDY
With lots of family in town, Sam hardly had time to do any work this month! *

*The new office *VF4* arcade unit didn't help either. But Gary doesn't know about that.



MEDAL OF HONOR: FRONTLINE

They pulled it off

Publisher Electronic Arts
Developer EA Dreamworks
Web Site www.ea.com

Around a year and a half ago I had the opportunity to visit EA's Dreamworks studio to check out what was no doubt one of the most amazing games I'd ever seen—on paper, anyway. Back then, *Frontline* was little more than a bunch of story sheets and concept sketches, but what was there had the makings of something truly spectacular.

But as regular *OPM* columnist Ryan Lockhart has pointed out, every game can be the *Greatest Game Ever* on paper—the question is whether the developers can actually pull it all off. But I knew the *Medal of Honor* team was capable of everything they told me. I mean, they'd done it all before—to some extent. They'd done what the technology permitted and with excellent results. With the PS2 they were free to do that, plus all of this other incredible stuff that I saw on paper. I left Dreamworks later that day with one thought on my mind: They were indeed going to pull this off. With *Frontline*, they were going to create one of the most incredible gaming experiences ever.

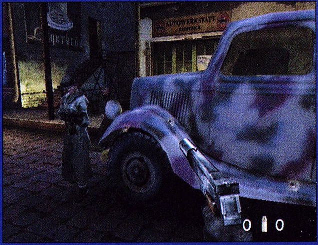
And I was right. Having now spent a week with the final version of the game, I can honestly say that **this has been one of the most incredible experiences I have ever had with a game.** And I can distinctly remember back to the concept paintings of certain scenes as I've played through them now. Funny thing is, these concept paintings didn't even look as good as the final product I'm playing now. That can't be right, can it?

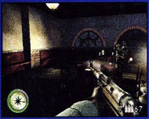
But it is right, and this is why I am in such awe of the game. Games with mindblowing graphics are in abundant supply on the PS2, but never before have I come across a title that so vividly captures real-world settings as *Frontline* does. There's a huge difference between simply rendering a 3D harbor or a train station for a game and modeling one with accurate textures and lighting, and filling the entire environment with subtle objects to create the illusion of realism. The environments in *Frontline* are indescribable at times—they look hand-painted.

And when you add in the stellar aural cues and magnificent soundtrack, everything comes together in a way I've never before seen. It feels less and less like a game and more and more like a movie.

And it's this point—that ***Frontline* feels as though you're playing a movie**—that I can't stress enough. But not just *any* movie. I mean a movie on the scale of *Saving Private Ryan* or *The Thin Red Line.* It's majestic. It's cinematic. It's exciting. It's quality through and through.

Frontline has so many incredible sequences to behold. These would amaze in any movie, never mind in a game. D-Day, for example, is an insanely cool sequence, with gunfire everywhere and mortar shells landing left and right.





What a way to set the tone of the game.

Further missions take you from calm Dutch pastures to all-out firefights on the Nijmegen Bridge. The pacing is incredible: mine-cart mayhem in one area, all-out tank warfare in another. And one of the coolest parts about all of this is that **when the action switches gears, the music shifts accordingly**. It'll swap from a calm inner-city ambiance to an uppity *Indiana Jones*-style melody the second you get spotted by a guard. The *Medal of Honor* games have always prided themselves on a solid aural experience, but *Frontline* clearly takes things to a new level. It seems that composer Michael Giacchino has matured his style a bit; now we're treated to choral arrangements on certain tracks and even more stirring melodies in others.

The sounds are equally impressive. Guns, bombs, tanks, speech—everything sounds perfect. *Frontline* features a lot more speech than in previous *Medal of Honor* titles and, as usual, it's all topnotch. I recall one scene in particular: I sat perched on a windowsill, waiting to shoot any soldiers in sight below me, and I heard one of the Nazi soldiers say something about sneaking up from behind—in German, of course. But thanks to my vague recollection of the language from high school, I understood and was ready for him when he came around. Granted, most people would probably never notice, but my point is this: **Everything down to the speech is perfectly right**. This was truly an amazing experience for me.

And speaking of experiences, *Frontline* is filled with scenarios that deliver some of the most exciting gameplay you've ever come across. Enemy soldiers are much smarter this time around and will surprise you with their human-like A.I. The game also features several scripted sequences to further build up the intensity of the battles. And the new control mechanics feel perfect. Using the sniper rifle couldn't be more enjoyable.

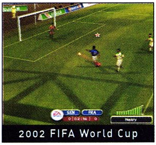
I do have a couple of minor gripes with the game, though. First, **killing enemies is a bit predictable**—soldiers of a certain type all take the same number of hits to kill. Second, the framerate tends to chug at times. And third, certain levels are almost a bit too long, considering you can't save until they're completed. There's nothing worse than playing a half-hour level, only to get taken out by tank fire right before its completion. But still, with levels so great, I didn't mind playing them over a few times.

In fact, I didn't mind playing the entire game over a few times. *Frontline* is *that* incredible of an experience. Just like *MGS2* or *FFX* before it, it's one of the reasons you bought a PS2.

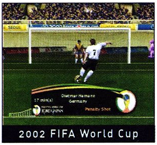
Final Score ●●●●●

Sam Kennedy

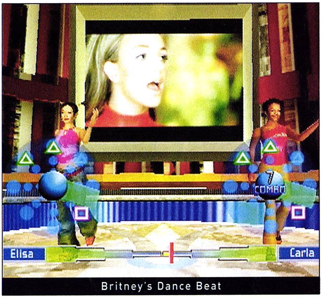
Players: 1
Memory Card: 76 KB



2002 FIFA World Cup



2002 FIFA World Cup



Britney's Dance Beat

2002 FIFA World Cup

Publisher EA Sports
Developer EA Canada
Web Site www.easports.com

Bear with me while I lay down a little FIFA math. For $50, you'll get *2002 FIFA World Cup*, which features 42 teams and one tournament. Hmm, OK. And for that same $50 price tag, you can purchase *FIFA 2002*, which is only seven months old and boasts hundreds of teams and four tourneys.

It seems like a pretty damning indictment of *World Cup*, but for some reason I can't hate it as much as I'd like. In fact, I'm tipping my cap to EA Sports for not only wonderful marketing strategy, but for adding and subtracting just the right amount of things to make *World Cup* **the defining soccer game on the PS2**.

The first thing you'll notice about *World Cup* is the pacing. It's a much slower, true-to-life style of football. Within this context it also takes a lot more strategy to separate the ball handler from the ball. If you're behind the ball carrier, you can't press Circle to stick your cleat in there and bust up the play. Now, you'll likely be shrugged off and lose a step or two, giving the ball handler the edge. Conversely, when you're driving to the net, your striker will push his arm out to keep distance between himself and the defender. These are things that wouldn't have worked in a more arcadey game, but **the slower pace means truer soccer**. Beyond that, the oft-average aerial game has achieved the kind of success that fans wished it would have reached years ago.

Then there's the ball itself. Not only is there (finally) a noticeable amount of zip when it's struck squarely, but the ball reacts accurately to being deflected or tipped. Many goals are scored not by full-on kicks, but the kinds of little dinks and deflections that high-school physics teachers would drool over.

Another big upgrade will make your eyes tear with joy. **The game looks so freaking pretty, it blows away past versions.** And the crowds: wow. They're superb.

But still, you'll be paying $50 to play a seven-game tournament (and that's assuming you're able to squeak past the round-robin opener). This game screams to be rented but not bought. I'd recommend waiting for *FIFA 2003* for your next soccer purchase.

Final Score ●●●●

Todd Zuniga

Players: 1-8
Memory Card: 449 KB

Britney's Dance Beat

Publisher THQ
Developer Metro
Web Site www.thq.com

Whoever came up with this concept at THQ is a genius. Partner one of the greatest Japanese music-game developers with one of the world's biggest pop acts. What a brilliant way to introduce music-based gameplay to the masses.

Britney's Dance Beat is truly a step in the right direction for the industry—it takes a generally unknown gameplay style and makes it commercially viable through the star power of the one and only Britney Spears. And it works great. **Britney's likeness and her songs lend themselves especially well to this style of game**, and the whole package comes together nicely.

Dance Beat's gameplay is somewhat of a variation on the Bust-A-Groove format, but the new circular display gives it a neat twist. Also, the competitive aspect is great—aiming for combos to throw off your opponents adds a cool new dimension to the gameplay. To those of you who would just as soon dismiss this because of Britney, think again. *Dance Beat* plays extremely well, and there's a good challenge and a healthy learning curve to go with it. The game even supports Konami's DDR dance pads—a nice touch.

The visuals are definitely part of this title's appeal too, with **some stunningly realistic dance moves** being performed by the contestants. The background settings seem a tad odd (a dance-off in a Japanese temple? OK...), but at least they've got FMV Britney videos in the background. Britney herself looks great—well, the in-game Britney, at least. The CG Britney from the intro is scary.

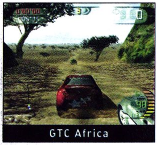
It's just a shame that **the game only has five songs to choose from** (not counting their variations). Granted, these are probably all of Britney's best tracks, but I was just left wishing for more. Despite the lack of tunes, though, the amount of stuff you can unlock still makes for lots of gameplay.

And with all of the unlockable Britney movie clips, this becomes a must-buy for her fans. As for everyone else (especially music-game freaks), it's at least worth a rental—even if you're not a Britney fan, the game might win you over.

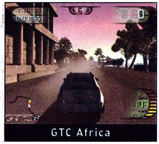
Final Score ●●●●

Sam Kennedy

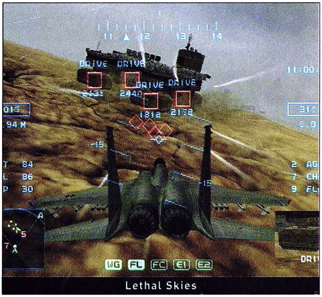
Players: 1-2
Memory Card: 50 KB



GTC Africa



GTC Africa



Lethal Skies

GTC Africa

Publisher Majesco
Developer Rage
Web Site www.majescogames.com

The first fruits of Majesco's recent deal with renowned U.K. developer Rage, *GTC Africa* is a spectacular disappointment. What does it offer that other racing games don't? I can tell you what in a single word: *nothing*. Simply put, it is without a shadow of a doubt the perfect example of the most mediocre racing game I've *ever* seen. Everything about it is so utterly average that I can hardly describe my ambivalence.

The core of its problems are that it's essentially boring. It can only really justify being called a "rally" game because it's a circuit-based racer that has road surfaces that aren't just asphalt. It's not particularly challenging, nor all that interesting.

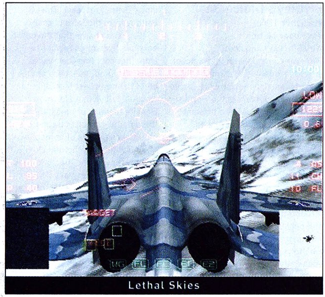
The cars, while licensed, are an unusual bunch (including a Pontiac Firebird, a car so badly made that it would come unscrewed if someone even said the word "rally" near it) and all suffer from similar problems. A good racing game makes you *feel* the contact between the road surface and the wheels, but ***GTC* makes you feel like you're controlling a shopping cart with a wonky wheel, not a rally car.**

The graphics are OK but not spectacular. The sound is OK but not spectacular. In terms of options, it offers exactly what you'd expect from a racing game, which means you probably already own something that's better.

Final Score ●●◐

John Davison

Players: 1-2
Memory Card: 70 KB



Lethal Skies

Lethal Skies

Publisher Sammy
Developer Asmik Ace
Web Site www.sammy-zone.com

It seems like every time a flight game comes out, the developers try a slightly different mix of realism and arcade action, hoping to find that perfect balance that will draw in the biggest audience. *Lethal Skies* (developed by the creators of the first flight-sim game on the PSone, *Bogey: Dead Six*) definitely skews somewhat in the simulation direction.

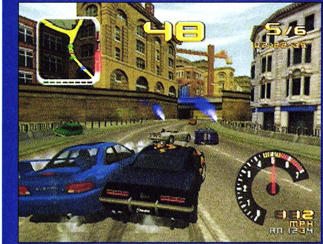
Sure, there's a bit of a futuristic element involved—the game's set after an apocalyptic event that put New York City underwater, turned Tokyo into a desert and covered Texas with snow—but in terms of physics, **this is one of the more realistic choices out there**. For example, your early planes will prove wildly unstable at low speeds, and you'll always have a sense of the plane's weight and inertia. This may come as a surprise to those of us used to the seemingly gravity-free environment of the *Ace Combat* series.

That's all well and good, but **the game itself seems to suffer from a ridiculous lack of balance**. One mission may take you upward of 10 minutes to complete (and 10 tries, at least), and you'll beat the next in under a minute—that's no exaggeration. Plus, missiles seem strangely weak, while regular ol' bullets seem strangely strong. None of these criticisms kill *Lethal Skies*, but they do knock it out of the upper ranks of flight games.

Final Score ●●●

Joe Rybicki

Players: 1
Memory Card: 255 KB

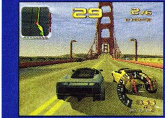


TEST DRIVE

A bit of an uneven ride

Publisher Infogrames/Atari
Developer Pitbull Syndicate
Web Site www.atari.com

Let's get one thing straight right from the start: *Test Drive* may be a little more serious than your average racer, but *Gran Turismo*, it ain't. Of course, that shouldn't be too much of a surprise for longtime fans of the series; ever since *Test Drive* made the jump to consoles (especially since it was taken over by the folks responsible for *Destruction Derby*), the series has been all about edge-of-your-seat arcade action—and big, nasty crashes.



The PS2 incarnation keeps up the tradition, for sure, putting you behind the wheel of **a nicely chosen assortment of muscle cars and sportsters** that blaze through the streets of San Francisco, Tokyo, London and Monte Carlo. (To be fair, "blaze" may be stretching it a bit at the beginning, but once you earn some of the higher-end cars, you'll be positively smokin'.)

"It can be really exciting—or really frustrating. It all depends on whether luck is with you..."

Much of *Test Drive* is about luck. Sure, there's some skill involved in dodging oncoming traffic, light posts and buildings, but **as far as your place in the standings goes, it's all about luck**. You can race the same course 10 times and come in a consistent third...and then on the 11th, watch the two leaders get into a fatal-looking wreck inches from the end while you breeze to a first-place finish. That can be really exciting—or it can be really frustrating. It all depends on whether luck is with you or against you.

Adding to this occasional frustration is the fact that all the competing drivers seem to possess an excess of courtesy: If you lag behind too much, they'll kindly slow down to allow you to easily catch up. Conversely, if you get too far ahead, they'll achieve superhuman speeds, presumably to keep the match interesting. Which it does, mostly—except when you're enjoying a solid lead for an entire race only to find *yourself* wrecking inches from the finish line, as your opponents (having maintained a mysteriously close following distance) blow by you. Then "interesting" becomes "infuriating." And that's no fun.

Much of the game prompts similarly mixed feelings of love and hate. The vehicles you start

off the game with, for example, feel like they've had their wheels blocked off on the outside: **They seem to turn only half as tight as they ought to.** But on the other hand, some of the high-end cars are fantastic (especially the Jaguar, my favorite) and as nimble as you'd like.

Other car issues include the fact that you get what's basically the second-best car in the game after only about five of the game's 45 races. (Well, third-best, but that's only counting the car you get for beating the whole game.) Then, just to really confuse you, the game forces you to play with a *worse* car for the final four races. It's perplexing.

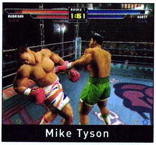
Course design is similarly uneven: Most of the races in San Francisco are great, but then you move to Tokyo's horribly bland highways. Then London, which is nicely designed, and then to Monaco, which seems a mess.

I don't want to come down too hard on *Test Drive*; **what truly matters is that I did have a really good time playing it** (once I earned a better car, anyway). Sure, the game seems to lack polish in a lot of areas and seems astonishingly uneven from time to time, but if you're looking for a racer that's light on realism, you've definitely come to the right place.

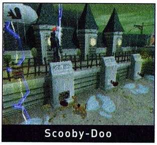
Final Score ●●●◖

Joe Rybicki

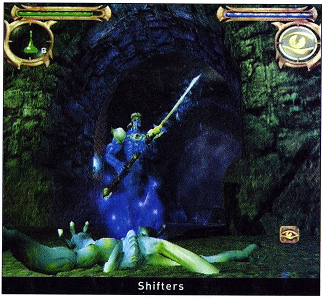
Players: 1-2
Memory Card: 87 KB



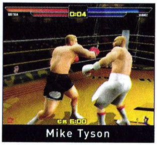
Mike Tyson



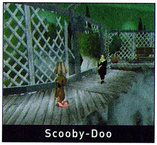
Scooby-Doo



Shifters



Mike Tyson



Scooby-Doo

Mike Tyson Heavyweight Boxing

Publisher Codemasters
Developer Codemasters
Web Site www.codemasters.com

The ring girls have jiggly boobs. There. I've listed all of this game's positive points. Which means you can either read on to see how this game swings and misses, or you can use your time more wisely by reading other reviews of games that are much, much better. Even if they're bad.

The first missed roundhouse is using Mike Tyson as the cover athlete. *Seriously.* He's a lunatic who's been raising pigeons since his career began. How weird is that?

The second flailing swing comes when you notice how close the boxers are to one another. It makes me wonder if this game isn't tailored to the homophobic audience. Basically, it plays more like a kissing simulator, but instead of locking lips when they get close, they throw a collision-less punch that somehow rocks the opposition's jaw.

There are many flaws. **The fighters move as if wearing cinder-block shoes.** The heat effect from a big wind-up is more dazzling than any flurry of punches. And if you do the necessary button-mashing to succeed, your thumb will be *really* sore. There's some depth (like the create-a-boxer), but the boxing is so bad I can't even begin to care.

For a game that connects with boxing fans, buy *Knockout Kings 2002.* Tyson hits the mat hard.

Final Score ●

Todd Zuniga

Players: 1-2
Memory Card: 129 KB

Scooby-Doo: Night of 100 Frights

Publisher THQ
Developer Heavy Iron Studios
Web Site www.thq.com

Here's the perfect audience for *Night of 100 Frights*: a father who grew up with the Scooby cartoons and his young son who's been introduced to the sleuthy pooch via the new movie. (Before you get on my case about possible sexism, this works for a mother/daughter duo too—or any parent/child combo, for that matter.)

In fact, *Night* does such a fine job of capturing the essence of Scooby that any die-hard fan would do well to check it out. From the cartoony visuals to the silly humor to the absurd laugh-track, **Scooby is all there, in near-perfect form**.

But for any other gamer, that's just not enough. Sure, *Night* is a well-done and fairly sophisticated platformer, especially for a kid game. But it's also about as much fun as an edutainment title. Don't get me wrong: There's nothing educational here—unless you can find some odd life lessons in snagging Scooby Snacks and barking down baddies. The thing is, **once you get past the Scooby-ness of it all, there's not much in *Night* that'll hold your attention.** The gameplay quickly devolves into a bore, then a chore, and then a big, hearty snore.

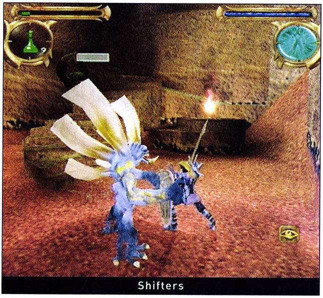
But like I said, if you're a parent fiddling around with your kid, this is a perfect game. It's quick, it's clean, it's solid enough—and I'm guessing it's just right for parent/child bonding. It's just not for me.

Final Score ●●●

Gary Steinman

EVERYONE E

Players: 1
Memory Card: 467 KB



Shifters

Shifters

Publisher 3DO
Developer 3DO
Web Site www.3do.com

Something terrible must have gone awry at the 3DO headquarters.

Here's what I think happened: After a few too many nips of the "happy sauce," the night janitor was stumbling through 3DO's basement when he tripped over a moldy box of discarded characters, lurched forward into a festering canister of unfinished levels, and then tumbled headfirst into a heaping tray of half-baked story ideas. The whole muddled mess then oozed its way onto a nearby blank disc. The next morning, a harried junior exec desperate to show something to his bosses found the disc and submitted it for approval. And there you have it: *Shifters!*

I know...it sounds farfetched, but it's the only way I can explain this, er, "game." **The whole thing just feels like one big accident.**

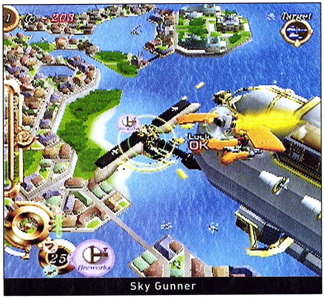
Take the story: None of it makes *any* sense. Things happen, then *other* things happen, and all of a sudden you're this shapeshifting numbnut stuck in a desert tomb on a quest to do God-knows-what. And the combat? Even worse! Press buttons, then stuff happens on screen—and yet **none of my character's actions seem to have anything to do with my furious button-mashing.** And if that's not bad enough, the third-rate graphics and the chop-sockey framerate aren't fit for human consumption.

I realize that accidents happen, but this one is simply unforgivable.

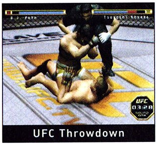
Final Score ●

Gary Steinman

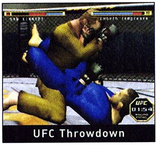
Players: 1
Memory Card: 487 KB



Sky Gunner



UFC Throwdown



UFC Throwdown

Sky Gunner

Publisher Atlus
Developer Pixel Arts/SCE
Web Site www.atlus.com

SCEI released *Sky Gunner* in Japan last year, and I've been a huge fan ever since I got my hands on the import. **The game just has a wonderful style to it.** The music, the characters, the brightly colored environments—they're all so charming. Pixel Arts was clearly inspired by Japanese anime director Hayao Miyazaki (known for such films as *Princess Mononoke*), as the game's aircraft and settings seem to come directly from him.

Sky Gunner's gameplay is equally cool: It's pure shooter goodness. The sensation of zooming through the sky and swooping all around to take out massive airships is incredible.

...until you run into the slowdown, that is. It's a shame Atlus couldn't fix it for the U.S. (They did include an unlockable 30 fps mode, but it's not the same.) ***Sky Gunner* can totally chug at times** —everything slows to an absolute crawl, and the resolution drops as well. But I will say this: To me, the slowdown was somewhat excusable. Why? Well, it tends to happen mainly during large encounters (bosses), so it could almost be seen as a blessing. Still, this will ruin the game for some.

Sky Gunner is also short, but thankfully there's a good amount of replayability due to its multiple playable characters. It's a definite buy for shooter fans and the perfect rental for everyone else.

Final Score ●●●◖
Sam Kennedy

Players: 1
Memory Card: 277 KB

UFC Throwdown

Publisher Crave
Developer Opus
Web Site www.cravegames.com

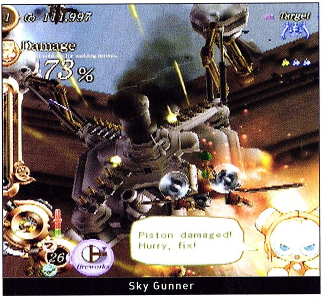
As with the original PSone UFC game, *Throwdown*'s main objective is to deliver as realistic a match of all-out, no-holds-barred wrestling as possible. And it does this quite well—perhaps a little too well. Because **with all this emphasis on realism, the game sort of forgets that it's supposed to be fun, too**. It's pretty simple, actually: To your average non-UFC enthusiast (such as myself), the fighting engine is slow and boring. Which pretty much dictates the only group of people that should play this game: hardcore UFC fans.

And that's perfectly OK. Because what the fans will find with Throwdown is a majorly enhanced graphics engine over the original (by PS2 standards, I'd say it's actually in the "quite good" range), lots more fighters to choose from, and a moderately improved fighting system. Plus, they'll find the matches not so painfully brief as in the original (though, these are still on the short side). And I'm fairly certain they'll all dig the solid Career mode, which I even admit to having had some fun building up a few characters with.

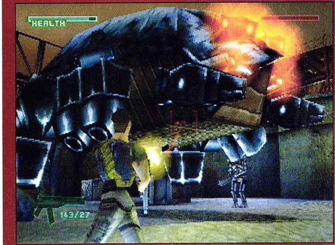
So yeah, **there's enough here for die-hard UFC fans to sink their teeth into**, and it's worth their time to check it out. Everyone else, though, should stay away. It's not even worth renting—there are plenty more interesting wrestling or fighting games out there.

Final Score ●●◖
Sam Kennedy

Players: 1-2
Memory Card: 108 KB



Sky Gunner



C-12: FINAL RESISTANCE

We waited two years for *this*?!

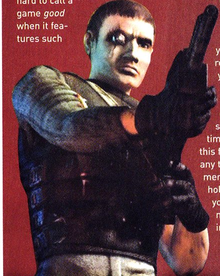
Publisher Sony CEA
Developer Sony CEE Cambridge
Web Site www.scea.com

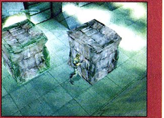
Almost two years ago, *c-12: Final Resistance* debuted in Europe. Unable to play the postapocalyptic sci-fi adventure developed by the creators of *MediEvil*, we in America couldn't help but envy the PAL nations' exclusive access—especially after reading a few glowing reviews. But now that the game finally has made it stateside, I have only one question to ask my enthusiastic colleagues in the European press: What were you thinking?

Though full of potential and undoubtedly one of the best-looking games ever to hit PSone, ***C-12* fails at successfully executing some of the components most essential to solid gameplay**. No matter how great a game looks, no matter how cool its story might be—even with commendable level design—it's hard to call a game *good* when it features such shoddy controls and camera positioning.

So just how bad are the controls? Well, for starters, whoever thought making the Fire button and the "Push the Crate"/"Push the Button" button one in the same deserves to be hacked with an Energy Blade (one of your most trusted weapons in the game). More times than I'd like to count, I'd waste a few bullets before I could execute such an action. Furthermore, moving crates holsters your weapon, which invariably leads to taking a few cheap shots from the cyborg around the corner as you take an extra second to redraw your machine gun or rocket launcher. Even if you do manage to lock on and begin firing away in time, don't count on strafing and shooting at the same time—while you can do this for a couple seconds, any type of sideways movement soon detaches your hold on your target so you're blasting away at nothing as your enemy introduces your back to

HEALTH
CYBORG SOLD
INFANTRY UNI
EQUIPPED WI
MACHINE GUN





the pleasantries of laserfire. And don't get me started on the joys of "crouch" and "climb" united on one button, too!

Perhaps the controls would prove a bit more bearable if *c-12* didn't feature **one of the most absolutely abysmal cameras I've ever seen in a 3D action game**. Even standing still, where you can use the right analog stick to move all around your character, you often simply cannot look where you want to. Sure, the first-person view comes in handy—and, featuring your cybernetically enhanced eye's green perspective, it's even kind of cool—but you can't move at the same time, and it's sometimes tougher to find the exact spot you're after.

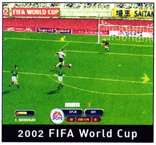
It's just unfortunate that the controls and camera so heartily dampen a game with few other glaring faults. Sure, Vaughan runs funny and the framerate often suffers—the **fantastic graphics with loads of impressive explosions and effects** easily make up for that. Sure, most of the antagonists look like the hybrid offspring of Aliens and Predators who decided to make love, not war—they, along with the decent story, only emphasize the obvious tribute to such sci-fi movies the game represents (it's hard not to think *Terminator* every time you look at Vaughan). At times, even despite the inexcusable technical flaws, I found myself having a genuinely good time.

So it's not *all* bad. Just *mostly* bad. You know how they always say, "Good things come to those who wait"? Well..."they" are idiots.

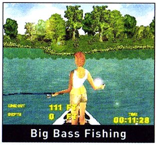
Final Score ●●◖

Chris Baker

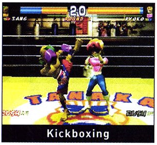
Players: 1
Memory Card: 1 block



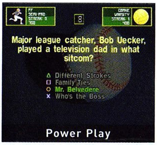
2002 FIFA World Cup



Big Bass Fishing



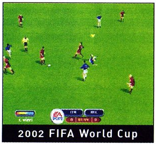
Kickboxing



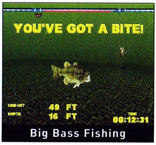
Major league catcher, Bob Uecker, played a television dad in what sitcom?

△ Different Strokes
□ Family Ties
○ Mr. Belvedere
× Who's the Boss

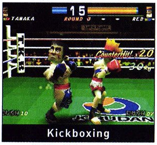
Power Play



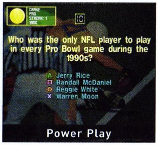
2002 FIFA World Cup



Big Bass Fishing



Kickboxing



Who was the only NFL player to play in every Pro Bowl game during the 1990s?

△ Jerry Rice
□ Randall McDaniel
○ Reggie White
× Warren Moon

Power Play

2002 FIFA World Cup

Publisher EA Sports
Developer EA Canada
Web Site www.easports.com

Forty dollars. That's how much this game costs. I wrote this review thinking the game would retail for $20, which I thought was a fair deal. So when I heard this game sold for $40, I rewrote my review. Additions are in parentheses.

I feel stupid saying this, but the graphics are the biggest difference between the PS2 and PSone *World Cup*. Otherwise, the games aren't far apart. (Scarily, they're even close in price.) But for PSone-only owners, it's good to know that this is **a nice-looking PSone game** (that costs four times what most PSone games cost nowadays). But still, the PS2 is starting to make the PSone look like Intellivision (and Intellivision games can be found on eBay for *cheap*!).

On the gameplay side of things, **I take issue with my offensive players' lack of motivation** (especially since the game costs so much). It doesn't seem like they're as hungry to score as I'd like them to be. They sometimes back away from one-on-one situations.

Supposedly the aerial game has been ramped up. But it really doesn't feel like it. It's one thing the game has been lacking over the years. And it's still lacking it. (Which is really unfair because it's such a ripoff, price-wise.)

If you love footie, why not fork over the money for *World Cup*? (Oh, I know, because it costs twice as much as I thought it did.)

Final Score ●●●●

Todd Zuniga

Players: 1-8
Memory Card: 1 block

Big Bass Fishing

Publisher Take 2
Developer Coresoft
Web Site www.take2games.com

Before I loaded up *Big Bass Fishing* for the first time, I was sitting here looking at the back of the jewel case, and I noticed something odd written under the ESRB rating: "Suggestive themes." OK, *what?* Suggestive themes? In a *fishing* game?

I thought it was just a goof-up at the pressing plant, but it's not. **This is a fishing game with suggestive themes.** See, the angler you portray is a curvaceous blonde who does a wiggly little dance every time you reel in a fish—and who makes vaguely suggestive comments throughout the process.

"Oooh, that's a *big* one!" she purrs. Or, "They look so much bigger"—giggle—"underwater!" Am I the only one who is seriously creeped out by the idea of hearing a sexy woman's voice making *doubles entendres* while I'm reeling in a freaking *fish*?

The fact that the underlying game is **the worst fishing game I've ever seen** makes the "suggestive themes" seem like a last-ditch effort by the designers of the game. Imagine: "OK, gents, our game sucks like a five-pound leech; we need something, anything, to turn some heads. I know! We'll throw in a buxom babe, and we'll call her—wait for it—'Babe!'"

The only good thing I can think to say about *Big Bass* is that it doesn't *actually* smell bad. That's something, right?

Final Score ◖

Joe Rybicki

Players: 1
Memory Card: 1 block

Kickboxing

Publisher Agetec
Developer Jorudan
Web Site www.agetec.com

It's games like *Kickboxing* that make me rethink working in the video-game industry. I mean, am I good enough, nay, *great* enough to review a game with such energy and irreverence as this one? In the face of such brilliance I feel shamed. I am but a diamond of sand on *Kickboxing*'s vast beach.

In other words, I was bored silly, and this game sucks ass.

Now I'm no fighting-game guru, but I did see *Bloodsport*. If Jean Claude Van Damme had, at the very least, a brain stem, he'd rage against the **lackluster style of kicking and punching** seen in this fighter. And he's the expert. Plus, for the same $10 you'd spend on this, couldn't you score *Tekken 3*?

I have faith that *OPM* readers will run from this game as if it were a leper. But clueless parents might reach for this bargain title while you're at Wal-Mart eating a six-pack of stale glazed doughnuts. So be a sport and tell them that buying this game will make them a bad parent and it will lead to their child doing many illicit things.

Worst-case scenario: **Some kid who gets this game for his ninth birthday will find some delight in the Story mode**. But then he/she will surely notice the limited moves, the limited appeal and head straight for eBay.

Avoid this. Isn't it obvious? The title fairy couldn't come up with anything better than *"Kickboxing."*

Final Score ●

Todd Zuniga

Players: 1-2
Memory Card: 1 block

Power Play: Sports Trivia

Publisher Ubi Soft
Developer Starsphere Interactive
Web Site www.ubi.com

"You can only do so much with a sports-trivia game." That seems to be the attitude adopted by Starsphere as it set out upon the task of creating *Power Play*. The result is a game that **gets the job done**, but only with the excitement of a U.S. Olympic basketball game.

Sports-trivia titles of the past have offered at least some degree of creativity. Who can forget the archive clips and the virtual-football game in itself that was *NFL Football Trivia Challenge* (well, if anyone ever *played* that Sega CD game, anyway)? Or the sheer irreverence of *You Don't Know Jack Sports* (PC)? *Power Play* gives us nothing like this. No sports clips or fancy scoring methods as in *Challenge*—just still clip-art imagery and *Jeopardy!*-style scoring. No sense of humor, like in *Jack*—just straight-up queries like "What team traded Grant Fuhr to the Buffalo Sabres?" (It's Toronto.)

Still, I can see diehard sports-trivia buffs—obviously, the intended audience—getting pretty competitive in both of the game modes (a 10-question Tournament or a more interesting Last Man Standing, in which you can only miss a designated number of questions). And **4,000 questions spanning the entire histories of baseball, football, basketball and hockey** can last for hours. You just have to *really, really* like your trivia—and not care about simplicity.

Final Score ●●

Chris Baker

Players: 1-4
Memory Card: 1 block

IN THIS EDITION

All the games, all of our ratings, and as many tricks, codes and tips as we could stuff into 16 packed pages of the latest Replay.

As for blowing out the biggest games going, we start not with a game title, but that catchy song. But we didn't want you to have it stuck in your head. You know: "Spider-Man, Spider-Man, does whatever..." Oops.

Plus, we'll fill you up on tips to win WWII with our *Medal of Honor: Frontline* strategy, which will keep your head on your shoulders if you spend your bullets right.

Having trouble taking first place with the *Hot Shots Golf 3* tournament? No more. We've got the scoop on the June tourney and we give you a shot-by-shot strat for each hole.

We've also got tips on the new PS2 Greatest Hits games, how to weave your way through *The Italian Job* and more!

SECRETS **REVEALED**

PS2 Games

Dark Cloud 114

Gran Turismo 3: A-spec 114

Hot Shots Golf 3 111

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Spider-Man 106

PSone Games

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The Italian Job 118

111

108

118

SPECIAL **FEATURE:** SUMMER GAMING

What games will the *OPM* staff be taking to the beach this summer? We tell you, plus we give tricks for each.

PIRATES: LEGEND OF BLACK KAT
Is there anything that says summer fun more than sailing? What about shooting cannon balls?

HIGH HEAT MLB 2003
What's more summery than the crack of bats, the smell of glove oil and staying up until 6 a.m. to get to the All-Star break?

PS2 Tricks and Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score. A number ① indicates it's rank in the top 10 selling games for each system.

Game	Publisher	Score	Issue
18 Wheeler American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
Ace Combat 04: Shattered Skies	Namco	●●●●◖	51
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Airblade	Namco	●●●●	53
All-Star Baseball 2002	Acclaim	●●●◖	44
⑦ All-Star Baseball 2003	Acclaim	●●●◖	56

Baseball's always seemed like a pretty fair sport, but that doesn't mean you can't collude with *OPM* to win at the video-game version. These tips will come in handy when you're in need of a big hit at a key moment. Play ball!

Guessing right

Right after the pitcher releases the ball, press Start. See the ball frozen on the screen? It gives a pretty good indication of where it's going. Resume the game and hurry your cursor over to the intended spot and let your best power-swing rip. A cheap trick, indeed, but it'll help your average.

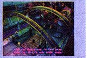
Pitching on no day's rest

Want Pedro to start back-to-back for you? Impossible unless you have this trick. In season, franchise or expansion modes, put a pitcher on the 15-day DL. Then take him right off and he can pitch. The 15-day DL seems to have powers real pitchers only dream of.

Game	Publisher	Score	Issue
Aqua Aqua	3DO	●●	42
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men RTS	3DO	●●●●	56
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
Baldur's Gate: Dark Alliance	Interplay	●●●●◖	52
Barbarian	Titus	●●	57
Bass Strike Virtual Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Blood Omen 2	Eidos	●●●◖	57
Bloody Roar 3	Activision	●●●◖	47
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	Universal	●●●◖	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Deus Ex: The Conspiracy	Eidos	●●●●◖	56
Devil May Cry	Capcom	●●●●●	50
Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Downforce	Titus	●●	57
Dragon Rage	3DO	●◖	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam!	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dropship	Bam!	●●●●	57
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ecco the Dolphin: Defender of the Future	Acclaim	●●◖	56
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
ESPN MLS ExtraTime	Konami	●●	44
ESPN National Hockey Night	Konami	●◖	45
ESPN NBA 2Night	Konami	●●	42
ESPN NBA 2Night 2002	Konami	●●●	56
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Eve of Extinction	Eidos	●●◖	56
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Sony CEA	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
⑨ Final Fantasy X	Square EA	●●●●●	53

Al Behd Language

Final Fantasy X combines the fun of role-playing with the thrill of foreign-language class with the Al Behd Primer minigame. Rikku's race of desert-dwelling people speaks a language called Al Behd. Tidus can't understand a word of it at first, but by finding 26 books peppered throughout Spira, he can become fluent in the exotic tongue. Don't you wish it were that easy to understand your French teacher? You'll be able to comprehend what the Al Behd are talking about, plus you'll be able to decipher some ancient writings.



Primer I. On the deck of the Al Behd salvage ship that rescues Tidus
Primer II. Besaid Village, Crusaders' headquarters
Primer III. Transport ship from Besaid to Kilika, power room
Primer IV. Kilika Bar
Primer V. Transport ship from Kilika to Luca, control room
Primer VI. Luca Stadium, Underground floor B
Primer VII. Luca Viewing Room, on the counter
Primer VIII. Mi'ihen Road, a gift from Rin
Primer IX. Mi'ihen Road, New Road North
Primer X. Mushroom Rock Road, Cliff area
Primer XI. Djose Road
Primer XII. Moonflow, North Shore
Primer XIII. Guadosalam, in a room on the far left
Primer XIV. Thunder Plains, a gift from Rin
Primer XV. Macalania Forest, on the road to the lake
Primer XVI. Macalania Lake, in front of the inn
Primer XVII. Sanubia Desert, central portion, left side
Primer XVIII. Sanubia Desert, central portion, right side
Primer XIX. Al Behd city of Home
Primer XX. Al Behd city of Home, residential area
Primer XXI. Al Behd city of Home, road area
Primer XXII. Bevelle Temple, Monk's Road
Primer XXIII. Calm Lands, Northwest area
Primer XXIV. Remiem Temple
Primer XXV. Cave under the Mountain
Primer XXVI. Omega Ruins

As you collect the primers, the letters of the Al Behd language that you know will appear as red text, giving hints to what's being said. If you gather all 26, Rin will give you a bunch of Reverse Keys, items that add Double AP to a weapon. You can also use transfer collected Primers from another save game via the Combine Spheres located at Inns.

Game	Publisher	Score	Issue
Forever Kingdom	Agetec	●◖	53
Formula One 2001	Sony CEA	●●◖	50
Frequency	Sony CEA	●●●◖	52
Frogger: The Great Quest	Konami	●◖	53
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gitaroo-Man	Koei	●●●◖	53
Godai: Elemental Force	3DO	●◖	54
Gradius III and IV	Konami	●●◖	39
⑩ Gran Turismo 3: A-spec	SCEA	●●●●●	46

We bring you this trick from reader and *GT3* expert John Damiani (john_damiani@hotmail.com) of Toronto, ON.

If you would like to break the 1,000-mph barrier, here's my setup: **Tires:** Racing Super Soft F&R **Suspension:** Spring Rate: 4.0 F&R **Ride Height:** 75 F&R **Shock Bound/Rebound:** L7 all around **Camber/Toe Angles:** All at 0 **Stabilizers:** L3 **F&R Brakes**: Brake Balance- L1 F&R **Drivetrain:** Limited Slip- Initial at 5/5; Accel at 60/60; Decel at 5/5 **Gear Ratios:** Bring the auto setting to 48; then bring the final gear to 2.798; finally, set the individual gears as far to the left as possible. You should be left with: 1st 4.604, 2nd 2.888, 3rd 2.014, 4th 1.485, 5th 1.157, 6th 0.875, 7th --- FIN 2.798 **Other:** Downforce - 0.38 front/1.08 rear, ASM/TCS: 0, VCD: 10% **NOTE:** Any car with an adjustable downforce (this is a must) and high horsepower can pull off a wheelie with this formula. Remember to go the opposite direction during the speed test so you can circle the track indefinitely.

Game	Publisher	Score	Issue
① Grand Theft Auto III	Rockstar	●●●●●	52

Arms Shortage

Tearing up the Arms Shortage mission is no easy task. And defending that one-armed bandit named Phil can cause some serious problems. It could keep you up all night. Here's the deal: Machowski's arm-challenged buddy Phil needs help defending his fort against a crowd of Columbian gangsters. To beat him, you'll need to get the Bazooka that you see in the cinema clip where Phil chats with you. But there's no way to get it, right? Wrong. As soon as you talk to Phil, go to the cardboard boxes near the dumpster (ahead and to the left of where Phil's standing). Then climb those and get onto the wall. After that, walk along and jump onto the dumpster where the bazooka is. Blast away at the oncoming cars and be ready to Uzi the stragglers.

Game	Publisher	Score	Issue
Grandia II	Ubi Soft	●●●◖	53
Guilty Gear X	Majesco/Sammy	●●●●	51
Gungriffon Blaze	Working Designs	●●●◖	39
Half-Life	Sierra	●●●●●	51
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Headhunter	Acclaim	●●●	57
Herdy Gerdy	Eidos	●●●	56
Heroes of Might and Magic	3DO	●●◖	46
High Heat MLB 2002	3DO	●●●●	44
High Heat MLB 2003	3DO	●●●●◖	55
Hot Shots Golf 3	Sony CEA	●●●●	55
Ico	Sony CEA	●●●●●	50
Jade Cocoon 2	Ubi Soft	●●●◖	53
Jak and Daxter: The Precursor Legacy	Sony CEA	●●●●●	52
James Bond: Agent Under Fire	EA Games	●●●●	52
Jeremy McGrath Supercross World	Acclaim	●	53
Jonny Moseley Mad Trix	3DO	●◖	54
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◖	50
King's Field: The Ancient City	Agetec	●●	55
Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
③ Knockout Kings 2002	EA Sports	●●●●	55

Sensitivity training

Sure it's a minor thing, but you can adjust the thumbstick sensitivity in the Pause menu. Experiment with it. You might like it.

Point thrift

When you're building up your boxer, it's really tempting to spend all of your juice on one rating to get it to 100. But the closer it gets to that level, the more it costs. So consider a well-rounded boxer instead.

Speed kills

When creating a boxer or sizing up an opponent, make sure to pay attention to speed. Remember: Speed kills.

Game	Publisher	Score	Issue
Le Mans 24 Hours	Infogrames	●●◖	48
The Legend of Alon D'ar	Ubi Soft	●◖	54
Legends of Wrestling	Acclaim	●●◖	53
Lego Racers 2	Lego Media	●●◖	51
Mad Maestro!	Eidos/Fresh	●●●	56
Madden NFL 2001	EA Sports	●●●●◖	38
Madden NFL 2002	EA Sports	●●●●◖	48
⑦ Max Payne	Rockstar	●●●●	53

Max Payne is a slow-motion blur through the rough-and-tumble underworld of New York City. We imagine you're not usually part of that world and could use a little help.

Choose any level

Play through the game until you pass the subway level. Then press the Select button to return to the main menu and press the following: Up, Down, Left, Right, Up, Left, Down, Circle. After that, get picky, because you can choose whatever level you want to play.

All weapons and full ammunition

Slap Start to pause the game and then press L1, L2, R1, R2, Triangle, Circle, X, Square.

Invincibility

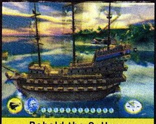
Pause the gameplay and then press L1, L1, L2, L2, R1, R1, R2, R2. You may have to enter this code again after saving.

Game	Publisher	Score	Issue
Maximo: Ghosts To Glory	Capcom	●●●◖	54
MDK2 Armageddon	Interplay	●●●◖	45
Metal Gear Solid 2	Konami	●●●●●	51
Midnight Club	Rockstar	●●●●	39
Mister Mosquito	Eidos/Fresh	●●●◖	56
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
Monster Rancher 3	Tecmo	●●●●	50
Monsters, Inc.	Sony CEA	●●●◖	55
Moto GP	Namco	●●●●	39
Moto GP2	Namco	●●●●◖	53
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal	●◖	52
MX 2002 Featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
Namco Museum	Namco	●●●◖	53
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◖	51
NBA 2K2	Sega Sports	●●●●●	53
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◖	51
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Sports Big	●●●●●	47
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
NCAA Football 2002	EA Sports	●●●●◖	48
NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA March Madness 2002	EA Sports	●●●	53
NFL 2K2	Sega Sports	●●●◖	52
NFL Blitz 2002	Midway	●●●●	55
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◖	53
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL FaceOff 2001	Sony CEA	●●●◖	43
NHL Hitz 2002	Midway	●●●●	51
No One Lives Forever	Sierra	●●●◖	56
Okage: Shadow King	Sony CEA	●●●	51

SUMMER GAMING

Gary's Pick: PIRATES: LEGEND OF BLACK KAT

So there I was, lounging around in my silk boxers on a hot, lazy Sunday, when I busted out *Pirates* just for kicks. Now, I wasn't expecting much, so I was more than pleasantly surprised to find a breezy action/adventure romp with a keen sense of humor and a nifty ship-battle component. The game's far from perfect, but it's definitely good, clean summertime fun.



Behold the Galleon

Now that's a knife!

A Treasure Trove of Tricks

During gameplay, hold R1 + R2 and press the following button combinations. Note that L3 and R3 refer to pushing down on the analog sticks.

More Gold

Triangle, R3, L1, Square, X, R3, Select, L3, Circle, L2.

Crazy Voices

R3, Circle, Select, X, R3, Triangle, L1, Square, L2, L3.

Wind Dancer Galleon Upgrade

L2, Triangle, R3, L3, X, Square, R3, Select, L1, Circle. Note: When you go to another map, the Galleon will be available.

Unlimited Wind Boost

Select, L1, R3, Square, L3, Circle, L2, Triangle, X, L3.

Next Sword

R3, Select, L2, L3, Square, X, L1, Circle, L3, Triangle.

Show All Treasure Chests

R3, X, Triangle, L3, Circle, L1, Select, L3, Square, L2.

Wind Dancer Invulnerable

Select, Triangle, L1, X, R3, L2, Square, R3, Circle, L3.

Get All Treasure Chest Keys

Circle, Select, X, Square, R3, L1, L3, L2, Triangle, L3.

Unlimited Items on Pick Up

Triangle, L1, Select, L2, R3, L3, Select, X, R3, Circle.

Katarina Invincible

X, Circle, L3, Triangle, R3, Select, R3, L1, L2, Square.

Sam's Pick: WIPEOUT FUSION

There aren't many games I won't play this summer, but two I can't turn away from are *Medal of Honor: Frontline* and *WipeOut Fusion*. Since there's a *Frontline* strategy later on, I deliver some *Fusion* goodness.

Animal Ships

Go to the Extras section, then the cheat menu and enter: Triangle, Circle, Circle, Triangle, X.

Inside the Gallery

As you hurry through the game, you'll unlock images in the Gallery mode. Some of the more advanced pics will have codes etched into the top-left corner. So watch for them.

Shield me

For infinite shield, go to the Extras, the cheat menu, then type in: Triangle, Triangle, Square, Square, Square.

Wipeout Fusion

Never-ending weapons

Go to the cheat menu and type in: Triangle, Circle, X, Circle, Square.

Going retro

Go to cheats and enter: X, Circle, Triangle, Square, X.

Superfast, superbad

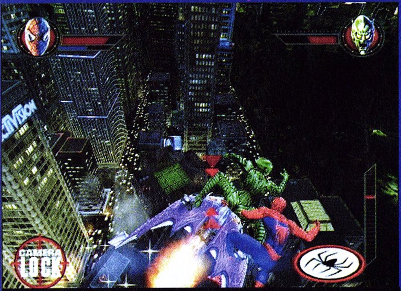
Go to cheats and enter: Square, X, X, X, Triangle

Unlock it all!

Go to cheats and type in: X, Triangle, Circle, Triangle, Circle.

SPIDER-MAN: BONUS TIPS

Maximize your bonus points and unlock cool stuff!



Ride the Glider Three Times

Scoring bonus points in *Spider-Man* can unlock some cool stuff—and give you the satisfaction of truly mastering the game. Of course, you only earn the most points by playing at the Hero or Super Hero difficulty levels. Ready to earn the most possible? Here are some tips.

THE BASICS

Most levels have a few common categories for which bonus points are awarded similarly. The **Level Completion** category is self-explanatory. **Perfect** means just that—beat the level without getting hit. Also, earn **Style** points by varying up your attacks.

Search for Justice

Combat: Beat up 15 thugs.
Secret: Atop the tall building with black windows to the northwest of your starting point, you'll find a damsel in distress. Beat up the thugs, talk to her, then travel due north until you find the sign for Latvania (a reference to Dr. Doom's country, for you comics fans). Find her missing purse atop the Latvania building, then return it to the woman, and you've earned the points.

Warehouse Hunt

Stealth: Stay undetected (mainly by keeping on the ceiling) until the cutscene in which you reveal yourself.
Secret: Look for a stack of crates to the left in the second hallway you traverse. There's an opening to the upper left.

Birth of a Hero

Time: Finish in 900 seconds (Easy), 500 seconds (Normal), 300 seconds (Hero/SH)
Secret: Stay on the ceiling as you exit the first ventilation shaft and go unnoticed until you enter the door next to the steam room.

OsCorp's Gambit

Combat: Destroy five Hunter Killers (H/SH)

The Subway Station

Time: 120 secs.

Chase Through the Sewers

Time: 800 secs. (E), 600 (N), 400 (H/SH)
Secret: Enter the room that opens up once you stop the water coming out of the pipe. To get in, flip the switch in the area accessed through the pipe, high to the left.

Combat: Defeat 30 thugs (E), 40 (N/H/SH)

Showdown With Shocker

Time: 500 secs. (E), 250 (N), 120 (H/SH)
Secret: When you move the train and enter the area with rushing water, zipline to the floating gold Spider icon before it gets away!

Vulture's Lair

Time: 240 secs.

Vulture Escapes

Time: 300 secs.
Vulture Proximity: Stay within 30m of Vulture for four seconds.

Air Duel With Vulture

Time: 120 secs.

Corralled

Secret: Find the combo power-up in the ramp between level 2 and level 3.
Protected Scorpion: Complete level with Scorpion's health at 50% or better.

Scorpion's Rampage

No Pick-Ups: You can pick up the special move, but everything else is off-limits.

Coup d'Etat

Time: 480 secs. (E), 350 (N), 270 (H/SH)

The Offer

Time: 400 secs.
Ride Goblin: Hop aboard the glider three times or more. Do this as you would land on the head of anyone else—hold X as you descend from above.

48
CAMERA LOCK

Destroy 75 Razorbats

Race Against Time

Time: 210 secs. (N), 170 (H/SH)

The Razor's Edge

Razorbats Destroyed: Beat 75 of them
Health Bonus: Finish with 37% health left (E), 50% (N), 75% (H/SH)
Pick-Ups: No more than 2 (E), no more than 3 (N), no more than 5 (H/SH)

Breaking and Entering

Time: 480 secs. (E), 360 (N), 240 (H/SH)
Secret: Open and enter far-left elevator.
Stealth: Never activate alarm. This doesn't mean you can't beat up guards, though—you're fine if they don't make it to the alarm.

Chemical Chaos

Time: 400 secs.

OsCorp's Ultimate Weapon

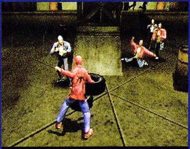
Time: 400 secs.

Escape From OsCorp

Outnumbered!

What to do when Spidey's surrounded by baddies

Attack From Above



Throw Objects

Use Webdomes

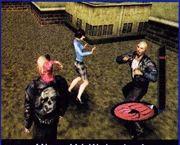
At certain parts of the game, you'll face relentless opposition from everywhere. Though your first reaction might be to simply duke it out, you might find yourself getting pummeled from behind—and your health depleting rapidly. Here are a few effective ways to hold your ground.

1) Use a web dome. It's a silly name for a cool device, and it takes out a good chunk of your web supply, but if you have enough, this'll clear out the malcontent rather quickly—at least for a couple seconds.

2) Combo it up. While some combos are more effective than others, certain ones can basically clear out anyone in the vicinity. A few favorites: Tackle, Handspring and Haymaker.

3) If the ceiling is high, hang out on top and yank away at enemies (L2 + X) until they bite it. It takes awhile and you won't get much in terms of Style points, but it sure is effective.

4) Again, in rooms with high ceilings (the Warehouse is a prime example), it's a good idea to crawl along the ceiling until you see throwable objects below you. Fall straight down and toss away!



Micro MJ Kicks Ass!

Supersoldiers Killed: Destroy at least 10.

Mary Jane Kidnapped
None, other than **Level Completion** and **Perfect**.

Face-Off at Bridge
No bonus.

WHAT'S THE PAYOFF?

10,000 points: Pinhead Bowling
20,000 points: Bonus Vulture Movie
30,000 points: Bonus Shocker Movie
50,000 points: Unlimited Webbing

MORE UNLOCKABLES

Keep in mind that the harder your difficulty, the cooler the unlockables get—and you'll unlock the rewards for the lesser settings, too.
Easy: Play as Peter Parker or Wrestling Spider-Man.
Normal: Play the game using the movie costume designed by Alex Ross.
Hero: Play through an entirely different game as the Green Goblin!

Want an easy way to unlock all of these? Simply save the game after beating the first level on Hero, then enter the cheat code IMIARMAS (Sam Raimi backward) to unlock all the levels. Then, access the "Conclusion" level via Level Warp.

Play as the Green Goblin

BUT WAIT! THERE'S MORE!

You can unlock tons of cool stuff by entering in cheat codes. (You can even forgo the need to score points if you're lazy.) Try these:
Play as Shocker: HERMANSCHULTZ
Play as Scientist: SERUM
Play as Thug: KNUCKLES
Play as Spike: STICKYRICE
Play as Shocker Thug: THUGSRUS
Play as Helicopter Cop: CAPTAINSTACEY
Play as Old Supersoldier: FREAKOUT
Play as Cop: REALHERO
Play as Mary Jane: GIRLNEXTDOOR
Unlimited Webbing: ORGANICWEBBING
All Combos Available: KOALA
All Levels Available: IMIARMAS
Bullet Time Mode: DODGETHIS
Big Head Thugs: JOELSPEANUTS
Micro Spidey: SPIDERBYTE
Big Head and Feet: GOESTOYOURHEAD
First Person Mode: UNDERTHEMASK
Unlock Everything: ARACHNID

Did you spot all of the cameo appearances in the *Spider-Man* movie?

Game	Publisher	Score	Issue
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man World 2	Namco	●●●●◖	54
PaRappa the Rapper 2	Sony CEA	●●●◖	53
Paris-Dakar Rally	Acclaim	●●	53
Pirates: The Legend of Black Kat	EA Games	●●●◖	55
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◖	52
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
Rayman Arena	Ubi Soft	●●●◖	57
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Card Soccer 20-03	Midway	●●●	57
Red Faction	THQ	●●●●●	46
Resident Evil–Code: Veronica X	Capcom	●●●●◖	48
Rez	Sega	●●●●◖	53
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take 2	●●◖	48
Salt Lake 2002	Eidos	●●◖	55
Savage Skies	Bam!	●●●	56
Shadow Hearts	Midway	●●●●	52
Shadow of Destiny	Konami	●●●◖	43
Shadowman: 2econd Coming	Acclaim	●●	57
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons Road Rage	EA Games	●●●	52
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Big	●●●◖	55
Smash Court Tennis Pro Tournament	Namco	●●●◖	56
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◖	52
Soccer America: International Cup	Hot-B	●●	48
Soldier of Fortune	Majesco	●●●	52
Soul Reaver 2	Eidos	●●●	52
Spider-Man	Activision	●●●●◖	57
Splashdown	Infogrames	●●●●	52
Spy Hunter	Midway	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Trek Voyager: Elite Force	Majesco	●●◖	53
Star Wars: Episode I—Super Bombad Racing	LucasArts	●●	45
Star Wars: Jedi Starfighter	LucasArts	●●●◖	56
Star Wars Racer Revenge	LucasArts	●●●●◖	55
Star Wars: Starfighter	LucasArts	●●●●◖	43
⑧ **State of Emergency**	**Rockstar**	●●●	**55**

Winning the Escort Missions

We guarantee that the escort missions in Revolution mode will have you tearing your hair out, but there are a few things you can do to make life easier for yourself.

1. The clear out

Clear away as many guards as you can on the way to picking up your new pal. Although the bad guys respawn, kicking the snot out of guys on the way toward your charge will give you enough time to go in, pick him up, and get away before they reappear.

2. The 100-meter dash

Use your sprint to get ahead and take out any guards you see. Again, this will help your progress because your friend won't have to engage in any combat.

3. The ol' clonk and stomp

Clonking someone with a blunt object (using the square button) makes him fall over immediately, and gives you time to walk over and stomp the rest of the health out of him. An object like a bench also gives you something big enough to take out a crowd of guards all at once, which works wonders.

Game	Publisher	Score	Issue
Street Fighter EX 3	Capcom	●●●◖	39
Stretch Panic	Conspiracy	●●●◖	47
Summoner	THQ	●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◖	52
Surfing H3O	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Tetris Worlds	THQ	●●	57
Theme Park Roller Coaster	EA Games	●●●●	41
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour 2001	EA Sports	●●●	44
④ **Tiger Woods PGA Tour 2002**	**EA Sports**	●●●●	**55**

Code central

Enter these codes for some sweet gifts:

2TREPUS01S: "Super" Tiger Woods
DYAGEBO4E: Notah Begay III
GIVEITUP: Unlock all courses
ALLORNOTHIN: Unlock everything

These guys aren't par for the course

To unlock Justin Leonard, Solita Lopez and Melvin "Yosh" Tanigawa, enter these codes.
Justin Leonard: RDRANOAEL130
Solita Lopez: GZEPOL10R
Melvin "Yosh" Tanigawa: WAWAGINAT07I

Birdie Buster trophy ball

Shoot over 12 consecutive birdies during the Tiger Challenge.

Birdie Streak trophy ball

Shoot six consecutive birdies during the Tiger Challenge.

Game	Publisher	Score	Issue
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Tony Hawk's Pro Skater 3	Activision	●●●●●	51
Top Angler	Xicat	●●●◖	57
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Transworld Surf	Infogrames	●●●◖	57
④ **Triple Play 2002**	**EA Sports**	●●	**55**

We'd like to put a little strategy in here, a la the Replay Forum, but we hate this game. So if you've got tips on hitting home runs (besides blindly swinging the bat, which seems to work) or striking guys out (fat chance), e-mail us: opm@ziffdavis.com. Title the e-mail "I wasted $50 on *Triple Play.*" And we'll print them next month and put your name in the magazine next to your tip.

Game	Publisher	Score	Issue
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
Twisted Metal: Black	SCEA	●●●●●	47
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
⑤ **Virtua Fighter 4**	**Sega**	●●●●●	**55**

Being on the offensive

A strong offense is better than a good defense. Don't back down unless you really, really have to.

- Pressure your opponents into walls, corners or edges of rings to limit their options. Characters with fast attacks, like Lau, can annihilate an opponent using the wall to hold an opponent in place.
- Do not hesitate to ring out your opponents. It may seem like a cheap victory...but it *is* a victory.
- An opponent who stays on the ground for more than a second after falling is just begging for a ground beating using the pounce. Use the up and punch or your character's unique standing ground attack whenever possible. However, pounce only if it's a guaranteed hit. Otherwise, you'll take more damage than you dish because of the recovery delay from the move.
- Learn your character's airlift move or moves to start off inescapable juggling combos. With relatively little practice, you can juggle someone

REPLAY FORUM

GTA3: PATRIOT PLAYGROUND AND MR. WHOOPEE

I have completed the "Patriot Playground" Humvee mission. The trick is to start behind Salvatore's house on the road leading to the lighthouse. However, you *must* drive forward down the road and reverse back up or else you will run out of time before you can get to your next checkpoint. My personal best is 216 seconds. But I'm working on beating that time.

One question, though: What kind of car or vehicle is the "Mr. Whoopee" and the Flatbed? And where do I find them?

Allan Proffitt
budman45233@yahoo.com

Mr. Whoopee is the ice-cream truck and the flatbed is, well, a big truck with a flat bed. To find either of these hard-to-find rides (or any sparse cars), start a Vigilante or firetruck mission and they'll show up. But make sure you're careful. They're not going to flood the streets when they appear.

REZ: REZ-TASTIC?

I have a strategy for *Rez.* Here it goes:
1. Hold down X. Move your cursor around. Let go of X.
2. Repeat step one until you win.

DragonLancer5@aol.com

FFX: DEAD WRONG

I wanted to point out that your Yunalesca strategy is a bit flawed. Using the Aeon Overdrive Assault and Holy is a good

Cont. on pg. 110

MEDAL OF HONOR: FRONTLINE

War is hell, and so is dying right before a mission concludes. We tip you off on how to win

Grenades are great

If someone's in the nest, you better snipe 'em fast

Big things, small crates

Sniping with a handgun

Stay low, soldier!

You've gotta crawl before you can walk, and *Frontline* proves it over and over. If you're in a hurry to get someplace, don't be. Rarely will you need to rush through a mission, so get used to the idea of taking your time. If you're out in the open (like in Omaha), then run to spots. But on most levels, you're going to be a tougher target if you're on your belly.

Reload every chance you get

If you've got a moment to breathe, you've got a moment to reload your gun. If you don't, you're going to find out that you've got two bullets in your pistol and four Krauts to kill.

Grenade first, think second

If you're turning a corner and you hear footsteps, pull out a grenade and let it do the recon for you. But don't just throw it. If you do that, they'll throw it back and light you up like a firecracker. The key is to pull the pin, then throw it. The longer you hold onto it, though, the more chance you'll lose that right hand.

Machine-gun bunkers

You only have to be told once to fear the machine-gun bunkers. Those guns are lively and spray about 1000 bullets a minute. The key is to pull out a sniper rifle, get low and far away, and take out whoever is manning the bunker.

Expect others to man the bunkers right away. Fix on the bunker, then wait a second before you start your heroic charge.

Melee every day

When you've forgotten to reload, or when there's just no time, pressing R3 is a sure-fire lifesaver *if* you hit the guy. In the later levels, clocking some turd with the ass end of your gun is going to be much tougher. But if you get him, make sure he doesn't get up. You'll have enough time to reload and brain the guy.

Check objectives, private!

This is going to sound like lousy advice. The kind of advice that you're going to hate hearing, but check your objectives list once in awhile. A stitch in time, etc.

Also, don't hesitate to press Select for tips. It's like a little war angel whispering in your ear. And that war angel gives some seriously helpful advice.

Crates

Blowing up crates seems like a waste of ammo. But you should blow them up for two reasons: First, there might be goods you can make use of. Second, it means that the Germans won't have anything to hide behind.

Sniping with the pistol

A trick for the patient:

You've locked onto your target from a distance with your sniper rifle, but you're low on bullets. Here's a trick that could keep you heavy on sniper rounds and low on worthless pistol candy.

Once you've lined up the shot with the sniper rifle, switch to your pistol. Your site will remain lined up and you can fire off a series of rounds. Sometimes it'll take down the man, sometimes it won't. If you reload, you'll have to readjust your sites.

Sweet medicine

What's better? Being barely injured and soaking up the health power-ups like a bottle of whiskey, or saving the health until you're standing on your last bullet-beaten leg? You see our point, right?

Remember where the stuff is and go back for it. There's no shame in back-tracking, particularly since you'll have cleaned out most of the areas, so it'll be completely safe.

Also, the canteens give about half an inch on your meter (as will the bread), the green medical briefcases are a little over a quarter of your meter, and the health backpacks will fill you up more than halfway. So keep that in mind, too.

Climbing ladders

This should be much easier than it is, but it's not. So you'll have to deal with it. Falling to your death during the bridge level, when you know exactly what you mean to do, is the worst.

The trick? You can push Up to go up with your left analog stick when your right analog stick has you facing up. Otherwise, there are other variations, but don't even deal with those unless you're in a panic.

Alternately, even if you're crawling, you can get on a ladder. Which is bad news. When you get close to one, be careful not to get your grape split by a sneaky Nazi.

Mission #1: D-Day

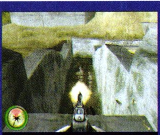
The first mission isn't tough, but because it's madness, it causes some serious problems. Here are two missions we thought you could use help on.

Objective #2: Rescue Four Pinned Down Squad Members

1. Straight ahead from the Captain the first guy is holed up in a ditch.
2. After you've freed the bunker-dweller, head to the far left that's nearest the bunkers. That soldier will need your sharpshooting. Stay low.
3. Next, skim along the shoreline and wait for a guy to wave you over. If you're looking straight at the bunkers, he's nearer to the right.
4. See the medic tending to the wounded? Up and to the right is pinned-guy number four.

Objective #7: Destroy MG Nests on Ridge

Screw the nests. First thing you want to do is take care of Obj. #8, which is to kill the soldiers in the trench. Do this with the machine gun you're manning, not with your Garand.


Kill the trench guys first

Blow up the nests next

Mission #2: Into the Breach

Objective #1: Clear Machine Gun Bunker

Once the bunker is cleared, man the machine gun and obliterate the Krauts coming down the tunnel. They may look like GIs from a distance, but they're Nazis through and through.

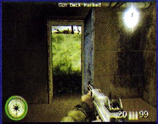
Objective #3: Find Smoke Grenades

Picking up the grenades is the easy part. The hard part is taking out those guys behind the tables. Our advice: Charge! With guns blazing and your finger on the melee button just in case.

Objective #5: Mark Gun Deck with Smoke Grenade

Once you've cleared the gun deck, you have to wait until the other deck is "cleared." Once it is, a plane comes in to whitewash it with bombs. Go to the center of the deck you're on and press the Action button. Once you do, get out of the bunker in a very quick hurry, or you'll be part of the explosion. Run out of the door you came in, veer to the left, and head out of the metal door that's now opened. After that, the deck will stop existing and you'll be home free.

Those are Germans, guy



Exit through this door

Got a grandpa who fought in WWII? Get him to sit down with you while you play *Frontline*! Then be sure to email us about it at opm@ziffdavis.com with the subject "MOH Veteran."

Game	Publisher	Score	Issue
5 **Virtua Fighter 4 cont.**			

three times without much trouble. With a character like Kage, this is devastating.

- Intentionally winning by running away and waiting for the clock to tick away is a cheap way of winning. Only real wussies use this kind of tactic.
- Use throws as often as possible. The worst thing that can happen is your opponent negates it, but you can follow up with quick punches or a low sweep if you're savvy.

Game	Publisher	Score	Issue
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
Wipeout Fusion	Bam!	●●●●◖	57
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
Woody Woodpecker: Escape from Buzz Buzzard Park	Dreamcatcher	●●●	57
World Destruction League: Thunder Tanks	3DO	●●●	42
World of Outlaws: Sprint Cars	Infogrames	●●●●	55
World Tour Soccer 2002	Sony CEA	●●●●	53
WRC: World Rally Championship	Bam!	●●●●●	57
WTA Tour Tennis	Konami	●	57
WWF SmackDown! Just Bring It	THQ	●●●◖	52
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PSONE TRICKS AND REVIEW ARCHIVE

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take 2	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
All-Star Slammin' D-ball	Agetec	●●◖	56
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●◖	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack	3DO	●●●●	27
Army Men Air Attack 2	3DO	●●●◖	39
8 **Army Men: Team Assault**	**3DO**	**n/a**	**n/a**

Conquering Level Uno

Once you've dropped into the campaign, run up to the guard and give him the ol' knife. Then go to where your teammate is and shoot those fat barrels. That's where you'll score an M-16 and three grenades. Now you have the choice to go left or right from here, and this is where this tip gets interesting. We give both ways and how to get past them. Now get to it, soldier!

Lefty Loosy

Heading this route means you have to take cover. Leave your mate at the sign, because you'll need his help later. Run to the log and hit the dirt. Guards will eventually catch onto you and they'll run up to you. Shoot them. There will be one behind a tent and another at the back of the camp. Once you've rampaged everyone, go back to where you began to find a small trail. Follow that trail until you get to a sign that speaks of mines. Blast the barrel and nab the Mine Sweeper, then use it to avoid the mines. There will be a guard to the far left. Shoot him and go for cover. Wait until your team member approaches (he'll come from the left), then you're set.

Righty Tighty

Going right? What are you thinking? Just kidding. It's actually the easier option. Here's the deal: Be careful. There will be a guard at the small tent to the right. Once you've disposed of him, run until you get to a jeep. It'll be packing a .50 caliber machine gun. Sweet. You'll be reunited with your mate now, too. Have one teammate blow the barrels to get a Repair Kit. But make sure you choose the correct men for the Repair Kit. Otherwise, you won't get the jeep. Once you've got the Repair Kit, repair the jeep. Then move your two men near the jeep. You can now ride to the end of the level. Once you see the bridge, both of your teammates will have to cross it to end the level.

Game	Publisher	Score	Issue
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Batman: Gotham City Racer	Ubi Soft	●◖	46
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro	●◖	5
Big Air	Accolade	●◖	20
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
10 **Bowling**	**Agetec**	**●●**	**43**

Is bowling making a serious comeback? Really folks. Complete these tasks to get special balls for your Sunday bowl.

Send us more tips for this if you find them...this game will be around for a while!

SUMMER GAMING

Todd's Pick: HIGH HEAT BASEBALL 2003

What's better than fun and sun? I'll tell you: spending your summer couped up in front of your television playing *High Heat* with a window open somewhere in your home. Of course I'm not encouraging more than one three-game series a day, but chances are you'll try to play at least six once you're hooked. Here are some tips on keeping your nerves intact during the dog days of summer.

The Pickoff

Ever notice that the CPU runners are stealing second way more than you'd like them to, and your spaghetti-armed catcher can't seem to do a thing about it? Well, then throw a few pick-off throws to first before you deliver to the plate. But that'll just let the runners know you're onto them. The real key is to vary your delivery time to home plate. If you just pick a pitch and throw, they're going to read that and get awesome jumps. But if you switch up when you throw home, they'll think twice, meaning the double play will stay intact.

Leading off

Every player in the big leagues can get a two-step lead, according to *High Heat*. Fine. So, once the pitcher is nearly set, tap R2 twice in succession. It'll give you the biggest lead you'll need. If you try three steps, even with the speed guys, you're going to end up picked off. So don't.

And the throw home!

There's a player on second and the the batter just stroked a hard single to right field. Do you throw home? The answer is always "maybe." When there's a runner in scoring position, know the situation. If you're up by six, throw to second to stall the big inning. But if the runner on second is slow and you're only up a run, why not try for the play at the plate?

Play at the plate!

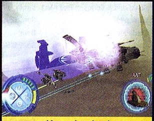
Chris' Pick: Star Wars: Jedi Starfighter

Much as I'd like to, I can't spend every minute of summer returning to the theater to see *Episode II*. So why not actually be a Jedi myself?

Hidden Objectives: A Complete List for Single-Player Mode

Training 1: Destroy targets quickly, then eliminate Saesee Tiin's shields.
Training 2: Finish quickly, beat Tiin.
Training 3: Finish quickly, beat Jinkins.
Training 4: Same as Training 3.
Training 5: Defeat Tiin in a dogfight.
Mission 1: Destroy unknown ship after the lander appears.
Mission 2: Keep all enemy ships from landing on the beach.
Mission 3: Destroy droid starfighters in hangar.
Mission 4: Destroy tractor beam towers.
Mission 5: Destroy all enemies.
Mission 6: Finish in less than nine mins.
Mission 7: Destroy all freighters.
Mission 8: Destroy all landers and freighters.
Mission 9: Destroy all hex deployers.
Mission 10: Save all tugs.
Mission 11: Destroy all landers.
Mission 12: Destroy all turrets.
Mission 13: Destroy all bunkers.
Mission 14: Save all transport ships.
Mission 15: Save all cruisers.

The Force will be with you...



...if you're lucky

⑩ Bowling cont.

E.S.P.

Once you beat the game in Quest mode, you'll be given the Psychic ball. Not bad for an afternoon's work.

Big ball that's only getting bigger

Once you beat the game in special mode, you'll be given the Big Ball. And isn't that what you wanted the whole time?

Game	Publisher	Score	Issue
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding!!	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace 2000	Interplay	◖	41
Caesar's Palace II	Interplay	●●	15
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: Symphony of the Night	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15

REPLAY FORUM

Cont. from pg. 107

strategy, but there is an easier way to avoid the Mega-Death attack (rather than using Death proof Armor or hoping it will miss). If you simply keep the Zombie status on all characters at all times, Mega Death will miss every time. In this battle, there really isn't any downside to keeping Zombie on, unless Yunalesca casts Regen on a character. Either have Yuna dispel it or switch that character out.

***HIGH HEAT 2003*: HIGH CHEAT**

This cheat allows you to access the game editor, so you can set up any specific game situation. To turn on the code, press Start and press Square, Square, Circle, Circle, L1, R1. You will hear a chime. Then press all four shoulder buttons (R1, R2, L1, L2) to activate the code.

Dave Langelier
langelier@attbi.com

***GTA3*: WAITING FOR A FLIGHT**

Want to get into the airport in *GTA3*? Here are four easy steps:
1. Grab your favorite flying vehicle.
2. Take off (I've found that the airport runway is the easiest place to take off from).
3. Fly straight into the top of the front building at

Cont. on pg. 115

Game	Publisher	Score	Issue
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Magetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
⑥ Digimon Rumble Arena	**Bandai**	**●●●◖**	**55**

Only the diehard, hardcore, silly Digimoners will need these codes. Go to it, and they'll unlock characters.

Omnimon: SERIUS
Gallentmon: KIMJOY
WarGreymon: QRIOUS
Sakuyamon: KENSAN
ImperailDramon: LINMON
MegaGargomon: MINNYN
ImperailDramon Palidin Mode: ROYBOY

Game	Publisher	Score	Issue
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
Digimon World 3	Bandai	●●◖	57
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Last Sanctuary	DreamCatcher	●●◖	56
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
③ Driver 2	**Infogrames**	**●●●●**	**40**

Man, the *GTA3* influence is making desperate PSone gamers claw for the next best thing. While plugging away at the deuce, try out these tricks.

Hey, man, you Cuban?

Looking for the secret car in Havana? No problemo, señor. Drive to the tunnel on the city's west side. Before you go into the tunnel, take the exit to the left and follow the curved road until you, literally, hit a wall. At the one-third point of the street, turn right and you'll find a switch on your right near some trees. Get out of the car and hit the switch. A secret area will open up. Get back into your ride and drive back down the road you were just on. The gate will be open, so break on through to the other side. Drive to the end, take a right, and take a left. When you get all the way down, turn left and then right and then left again. Follow the tunnel to the end to find the secret car on a platform. You'll find the switch to the right of the platform on the wall.

Rio is better with invincibility

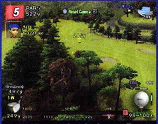
Start facing the highway, then turn 180 degrees and go the other way. Take the third street on your right and pass the big lake. After the lake there'll be an intersection. Turn left and find a building with a garage and a normal door. You'll see a barbed-wire fence. Go to the building that's black with white windows. On the left side of this building find a door. Press Triangle at that door to enable the immunity cheat (there'll be no cops). To activate the cheat, choose Gameplay and then Secrets in the Options menu.

Game	Publisher	Score	Issue
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◖	54
Eternal Eyes	Crave	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy IX	Square EA	●●●●●	39
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula One '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13

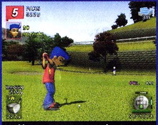
If you enter the May tournament and use these tips, make sure you let us know how you did!

HOT SHOTS 3: JUNE TOURNEY

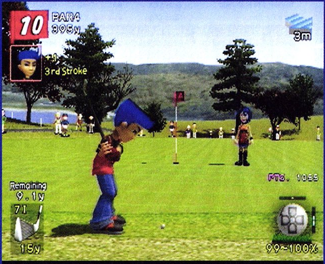
Tips for June's tournament at Mt. Sakura as found on hotshotsgolf3.scea.com



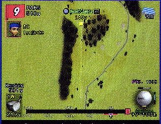
Hit to the left on 5



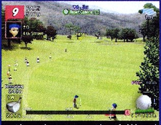
You *can* get on in two



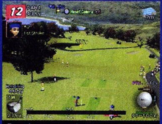
If you're on the fringe, use the 7 Iron to roll in



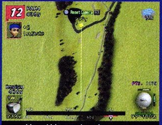
Go to the left on 9...



...then hammer the 1 Wood



Push your shot to the left



You'll make it easy

THE FRONT NINE

If you don't escape the front nine at least eight under, forget about it. We were able to flub our Eagle shot on Hole 9's Par 5 and still we ended up with eight birdies. The greens are easier on the front nine, so take advantage.

First Hole

Aim right. Even though the wind suggests it'll push you into the sand trap, it won't. It's only going 2m. Plus, Spike's natural hook will bring the ball to the middle of the fairway, giving you a fatter green to shoot at.

Take out your 3 Iron, hit full power and push Up while rehitting. It may roll right into the cup.

Second Hole

We know you're dreaming of a hole-in-one, but don't get smart and try a 3 Iron off the tee unless you're sure that you'll hit a perfect shot that will roll at the cup. Just stick with the 2 Iron and hit light.

Third Hole

Here's a hole where a power-up shot makes a big difference. There's a wrinkle in the fairway and if you get over it, you'll roll an extra 10 yards. When you hit, go slightly to the right. Then use a strong Iron to get you near the pin. The green is flat, meaning easy.

Fourth Hole

When teeing off, if you don't push your shot to the right, Spike's hook will put you in the rough.

This'll put you high above the hole for your second shot. If you're going to hit a 4 Wood, push Up so your shot will come in low and roll to the cup, instead of away from it.

Fifth Hole

Power-up, aim between those two oversized bonsai trees and let fly. If you end up on the fairway, you can succeed in getting on in two.

From the fairway get out your 1 Wood. You must be lucky and accurate. Go straight at the pin (unless you're too close to the wall), push Down and hit.

Just remember that you can overcompensate for your hook or you'll end up riding that paved path, and that spells doom.

Sixth Hole

Power-up here, because the fairway tilts down, which will help.

But our advice: hold Down and Left before you hit the shot and aim straight ahead. If you can steamroll past that sand trap, you're in excellent shape for your second shot.

But make sure not to overhit your second shot. The green is fast and will plunge you onto the backside fairway without feeling any sort of guilt.

Seventh Hole

Push a touch to the right and hit your 3 Iron a bit short. It'll roll enough to get you close. Once you're close, you're home-free.

Eighth Hole

Power-up, push Down off the tee for that extra push, and go left so you won't have to deal with those nasty sand traps.

After that, hit a nice Iron shot onto the green for best results.

The green breaks tamely from left to right, so it's an easy putt.

Ninth Hole

You're going to have to muscle up on this hole if you plan to make some real noise, but do whatever it takes, because you can make it there in two. Really.

It's important that you hit Square to power-up on both of your shots.

First, shoot to the left side of the fairway, where it looks like you'll end up awash in trees. If you hit it square, you'll roll out of the leaves onto the lip of the fairway. If you're still in the leaves, forget getting on in two. If you're not, it sets up your second shot.

This second shot takes real mettle. You're going to have to switch to the 1 Wood and hit Square for the power-up. Then you're going to have to hit it full-power and hit that slim line. It can be done. But whoa, is it close.

From there, you'll have to contend with a tricky green. But who said Eagles were easy?

THE BACK NINE

This is a tougher go than the front, but you'll still need, we figure, a 7-under to compete for that tourney championship. Hit those Par 5's hard and you're solid gold.

Tenth Hole

Hold Down while hitting and bang it straightaway. The natural hook will set up your second shot perfectly.

Nothing will stop a clean second shot. Just hit it and forget it.

Eleventh Hole

The question with all Par 5 holes: Can I get on in two? Yes, and be careful. The first shot just needs to be hard and as near to the right side of the fairway as possible. Remember that hook, and combat it by pressing Down and Left while shooting.

From there, it'll take a perfect 1 Wood shot to get to the green, powered-up and all. But it can be done. And that's enough incentive right there.

Twelfth Hole

That slim river is less a threat than you think, but only if you clobber the ball spot-on. Don't use a power-up here, just aim to the fat part of the fairway on the right. The wind is going 6m, so that'll lift you if you press Down when you shoot.

Your hook is your worst enemy for the second shot. Keep that in mind if you're thinking easy birdie.

Thirteenth Hole

If you're confident with your 4 Wood, then have the confidence to let the ball skip into the hole. Aim at the pin, brace for your hook, and make this unlucky 13 your first ace of the round.

If you miss the green, use the 7 Iron, then push Up and swing a yard short of the actual distance. It'll roll in every blue moon.

Fourteenth Hole

Hit leftish off the tee to use the roll off of the raised fairway.

For your second shot, consider using the 3 Wood if you need the distance. Otherwise, you should be close enough to roll your 4 Wood near the pin.

Fifteenth Hole

This is a complicated shot for a shortknocker like Spike. Our advice: lay-up off the tee or go way right. Sounds crazy, but if you don't get a good lie, you could be staring down a tree. From there, pitch on.

Sixteenth Hole

You're going to have to go with a 4 or 5 Iron here since a 3 Iron is too much power. Hit it on the nose, push down so the wind can grab it, and you should have an easy birdie putt awaiting you.

Seventeenth Hole

Power-up and hit to the left side of the fairway here so you'll have a straight shot at the pin.

Then pull out that Driver again and hit it full-power with a power-up engaged.

If you come up short of the green, use the 7 Iron and push Up when you hit it.

Eighteenth Hole

If you've got a power-up left, might as well use it. Hit to the right lip of the fairway off the tee.

On your second shot, don't let the bunker complicate things. Pitch over it and push Down to get some backspin to stall it on impact.

DVD EGGS

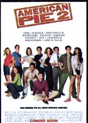
SPECIAL EDITION
NOT ANOTHER TEEN MOVIE

Not Another Teen Movie: SE DVD

Hidden video!

The title says it all, but if you have the DVD, then you might as well get the most out of it.

To find a hidden video, speed over to Trailers and press Left. With the object highlighted, hit Enter and you'll be privy to a personal moment on the movie set.

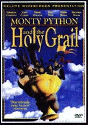


American Pie 2: Unrated

Egg nog

Head over to the bonus materials on the second page, where it says "Your favorite piece of pie." There is an egg there that you may have missed.

Press Up and then Bonus Materials should be highlighted. You'll find a short clip of Jason Biggs, the sultry Mena Suvari and Thomas Ian Nicholas playing around with the viewers. There's some egg business that follows, but we won't ruin it for you.

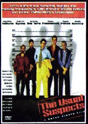

DELUXE WIDESCREEN PRESENTATION
MONTY PYTHON and the Holy Grail

Monty Python and the Holy Grail: SE DVD

Street cred

Is there a funnier DVD than this one? It has more extras than laughs. But there's one you may not have found.

On the Sacred Relics screen on Disc 2, push over and highlight Main Menu then press Up. You'll get to the icon of the small Holy Grail. Press Enter to see the DVD and special-features credits.



The Usual Suspects: SE

Two more featurettes

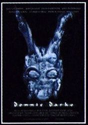
This is one of our favorite movies and it has so many featurettes it's shocking. But with this egg there are two more. It'll take some work, but it's worth it.

For starters, flip your DVD to side two where you can find the bonus stuff.

On the first menu, select the logo and press Enter. You'll be taken to a photo-montage screen. Highlight and select different photos to get access to the bonus features.

Do it in this order: Quartet, Guatemala, Big Woman, Broken Mug.

You'll get a.) a John Ottman interview with *Film Score Monthly's* Jeff Bond. Decent interview for film-score aficionados and b.) Interview Outtakes, which contains clips from promo interviews with Del Toro, Palminteri, Pollack, Baldwin and director Bryan Singer.



Donnie Darko DVD

Is time travel possible?

If you haven't seen or even heard of *Donnie Darko,* you should change that. It's the first independent teen flick, in line with *Heathers,* that we've seen in ages. We think you'll like it.

Pop in the DVD and go to the special feature where you can view the time-travel book. For both Appendix A and B you can locate a spot to click on.

For Appendix A click the bull's-eye on the chest, then press Enter and you'll see a short deleted scene not included with the rest.

For Appendix B, click on the arrow coming out of the chest and you'll see a new trailer.

Game	Publisher	Score	Issue
Galaga: Destination Earth	Hasbro	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	Sony CEA	●●●●●	9
7 Gran Turismo 2	Sony CEA	●●●●●	29

Is this the best game ever on the PSone? It makes for an interesting argument. To bring you back to where it all started, or at least to the game that came out after it all started, check these tips.

Arcade tracking

Obtain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

FedEx car

Enter the Gran Turismo League race events until reaching the Pacific League races. Then, enter the Midfield Raceway event to be awarded with an R*Nissan 300ZX GTS FedEx race car. Gets you there on time, every time. Except in the case of *Cast Away.*

Mark Martin's NASCAR #6 Ford Taurus

To obtain this car, you must first purchase a Ford Taurus and then perform the Racing modification.

Mo' Sports Land track

Obtain all of the licenses, including the Super License, and the Motor Sports Land track will become available in Time Trial mode on the arcade disc.

Game	Publisher	Score	Issue
9 Grand Theft Auto	Take 2	●●◖	10

You're so desperate you've back-tracked all the way to the original? Yikes. Well, if you're that retro, we'll give you codes to go along with your new black Chucks and your afro.

Enter the following names to enable the cheat features. All of the codes in the game may be used in combinations. Enter and accept a code, then go to "Rename" and enter another code. You can then rename your character when you're done with the cheats.

BSTARD: All weapons, unlimited ammunition, level selection, 99 lives, armor, get out of jail, coordinate display, maximum wanted level and the 5x bonus.

THESHIT: All weapons, unlimited ammunition, level selection, 99 lives, armor, get out of jail and the 5x bonus.

MADEMAN: All weapons, unlimited ammunition, level selection, armor and get out of jail.

GROOVY: All weapons, unlimited ammo, armor and get out of jail.

PECKINPAH: Armor, all weapons, and you can get out of jail.

HANGTHEDJ: All cities, money and weapons.

EATTHIS: Maximum wanted level.

BLOWME: Display coordinates.

CHUFF: No police.

TURF: All cities.

WEYHEY: Instantly collect 9,999,990 points.

SATANLIVES: 99 lives.

EXCREMENT: 5x multiplier.

SKYBABIES: Choose any level up to Mandarin Mayhem.

Game	Publisher	Score	Issue
1 Grand Theft Auto 2	Rockstar	●●●	27

You poor PSone owners. You wish you were playing *GTA3,* don't you? Well, *The Italian Job* is a much newer, fresher and better game than this. Just a thought, considering it's the same price.

Master of your domain

Enter these names to get the following items. You're a superstar gangster now!

10,000,000 Points: BIGSCORE

All Weapons: NAVARONE

Drive A Bus: FARE

Easy Money: MUCHCASH

Level Select: ITSALLUP

Most Wanted: DESIRES

Multiplier x5: HIGHFIVE

No Police: LOSEFEDS

Show Coordinates: WUGGLES

Turbo Mode: IGNITION

Unlimited Energy: LIVELONG

Game	Publisher	Score	Issue
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◖	55
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
5 IHRA Drag Racing	Bethesda	◖	53

We need your codes!

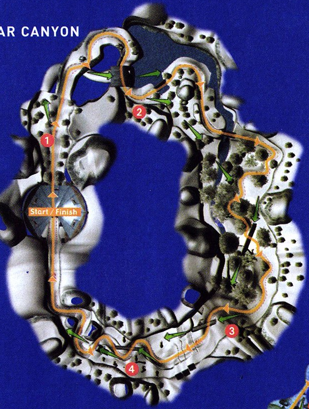
It's drag racing, folks. We imagine you just press the gas. But we're always trying to dig up tricks for the best-selling games, though we've hit a snag. There's nothing on IHRA. No codes. So we want strategy. From you. The reader. E-mail us at: opm@ziffdavis.com, with the subject line: "I'm the idiot who bought 10 gazillion copies of *IHRA,* thank you very much."

Game	Publisher	Score	Issue
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int'l. Superstar Soccer '98	Konami	●●●●◖	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
The Italian Job	Rockstar	●●●●●	57
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◖	23

SLED STORM: SHORT CITY

Green means go—go *faster,* that is. Follow the green arrows for the shortest shortcuts

CEDAR CANYON



CEDAR CANYON

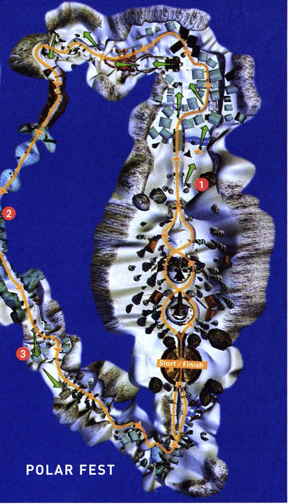
1. A crucial shortcut for the beginner. It'll knock serious time off your score without too much risk of wiping out. Just aim left at the top of the first hill and you're on your way.

2. It may not look like it, but it is possible to hit this shortcut after hitting the first; just cut a hard right as you're coming to the waterfall. Once you cross the river, keep going straight until you reach the wall, then make a right, which will put you on the line to go through the fallen tree in the next shortcut.

3. Don't bother trying to line up for this one if you've taken the fallen tree—just hop back on track and aim for **4.**

POSITION 1
TIME 0:06.26
25
STORM

Cedar Canyon: 1



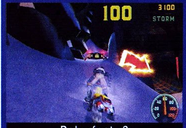
POLAR FEST

POLARFEST

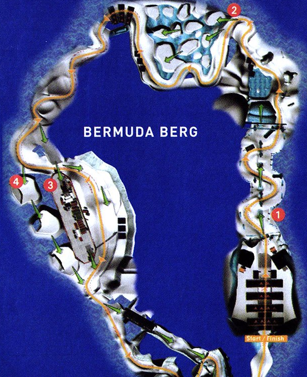
1. Take the left fork at the starting line to set up for this one. Just come off the last jump of the first sequence aiming slightly right of center. Don't worry about heating the jump before the river—if your speed's high enough, you'll make it.

2. Simple and effective. Just aim left at the third jump in the ice cavern.

3. This one looks deceiving on the map; the entrance is actually on the left of the rainbow-tunnel entrance.



Polarfest: 3

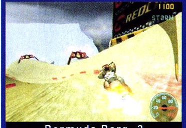


BERMUDA BERG

BERMUDA BERG

1. This one requires skill. Watch your speed coming into the tunnel, then stick to the right. Take it easy over the first jump or you'll overshoot the next tunnel. Wait 'til you're safely inside, then lay on the Storm Boost and hold onto your hat.

2. The first of these two shortcuts is the better, but you'll need some boost in reserve to make it through. And don't even think about **4** if you're not packing a load of turbo. Just take **3**, stick to the left, and you'll trim almost as much time.



Bermuda Berg: 2

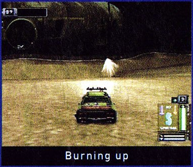
Bermuda Berg: 3

GREAT HITS, GREAT TIPS

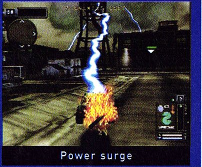
These great games just got a lot cheaper, and that means you'll need tricks to go with 'em

Twisted Metal: Black

Finding the environment weapons



Burning up



Power surge

Zorko Bros. Scrap & Salvage
Call In the Fire Support

The Bomber in the level will fire its gun at any car that drives within its range. This attack will fire 18 potential shots, and these can whittle down almost any car with ease. When you trigger this Environment Weapon, make sure that you are not the closest car to the Bomber, or you will get pegged.

Midtwon Suburbs
Lightning Storm

If anyone is camping in the factory district, a quick jolt of lightning from the Environment Weapon of this stage will make them rethink their plans.

Note: *The computer-controlled cars will never trigger this attack, so players hiding on the rooftops are still much safer than the ones on the ground.*

Dark Cloud

The quickest paths to the strongest weapons

SUN SWORD — Big Bang — Sword of Zeus

BONE RAPIER — Evilcise — Drain Seeker — Dark Cloud — 7th Heaven

WISE OWL SWORD — Lamb's Sword — Atlamillia Sword — Chronicle Sword

MACHO SWORD
- Aga's Sword — Atlamillia Sword — Chronicle Sword
- Cross Hinder — Big Bang — Sword of Zeus

BUSTER SWORD — Claymore — Cross Hinder — Big Bang — Sword of Zeus

KITCHEN KNIFE
- Chopper
  - Choora
    - Heaven's Cloud — Dark Cloud — 7th Heaven
    - Maneater — Atlamillia Sword — Chronicle Sword
- Sax — Dusack
    - Brave Ark — Dark Cloud — 7th Heaven
    - 7 Branch Sword — Atlamillia Sword — Chronicle Sword

SERPENT SWORD
- Evilcise — Drain Seeker — Dark Cloud
- Tsukikage — Heaven's Cloud — Dark Cloud
- — 7th Heaven

CRYSTAL KNIFE
- Small Sword — Tsukikage — Heaven's Cloud — Dark Cloud
- Sand Breaker — Antique Sword — Brave Ark — Dark Cloud
- — 7th Heaven

BASELARD
- Shamshir
- Sax
- — Dusack
  - Brave Ark — Dark Cloud — 7th Heaven
  - 7 Branch Sword — Atlamillia Sword — Chronicle Sword

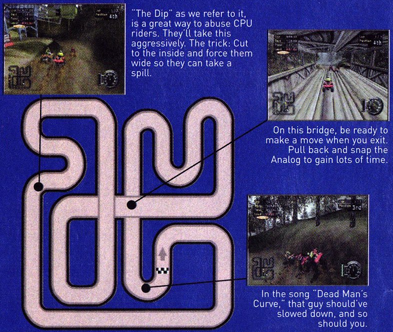
GRADIUS
- Small Sword — Tsukikage — Heaven's Cloud — Dark Cloud — 7th Heaven
- Chopper
  - Choora
    - Maneater — Atlamillia Sword — Chronicle Sword
  - Dusack
    - Brave Ark — Dark Cloud — 7th Heaven
    - 7 Branch Sword — Atlamillia Sword — Chronicle Sword

The Greatest Hits games make it so that there's no excuse not to own these great games. Let us know if you have tips for any of them.

ATV Offroad Fury

Toppling Manitoba Mills

Don't get too competition happy, because Manitoba, more than any other track, will waste away many of the CPU riders. Hang near the front and you'll likely win.



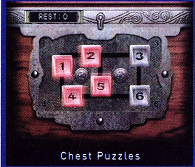
"The Dip" as we refer to it, is a great way to abuse CPU riders. They'll take this aggressively. The trick: Cut to the inside and force them wide so they can take a spill.

On this bridge, be ready to make a move when you exit. Pull back and snap the Analog to gain lots of time.

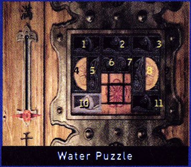
In the song "Dead Man's Curve," that guy should've slowed down, and so should you.

Onimusha: Warlords

Solve those puzzles, Samanosuke!



Chest Puzzles



Water Puzzle

Chest Puzzles

Follow these steps to unlock the game's six trick chests in no time:

Chest #1: Left, Right, Left
Chest #2: Left, Right, Left, Right, Right
Chest #3: Center, Right, Left
Chest #4: Center, Left, Left, Right, Right
Chest #5: Lower Left, Upper Right, Lower Right, Lower Left, Lower Right
Chest #6: Left, Left, Center, Right, Right, Center, Center

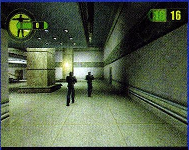
The Water Puzzle

When you get to the puzzle above, move each indicated block in the order and direction indicated below. (U=Up, D=Down, L=Left, R=Right, 2x="two times")

10–R(2x), 5–D, 6–D, 7–D, 2–D, 1–R(2x), 4–U+R, 5–L+U(2x), 10–L(2x), 6–D, 7–D, 2–D+L(2x), 8–L(2x), 9–L(2x), 11–U, 7–R(2x), 6–R(2x), 3–D, 1–R(2x), 9–D, 8–U+R, 4–R+D(2x)

Red Faction

Being a good sneak



Stay behind the guards

Basics of Stealth

There will be instances throughout *Red Faction* where you'll need to use stealth to bypass some of the opposition. Having your firearm drawn is a great way to expose yourself as a threat, so if you need to be stealthy, start by concealing your weapon by pressing Left on the D-pad. But walking around without a weapon doesn't make you invisible.

Even if you're unarmed, guards and security cameras will recognize you if you get close enough. Shooting out cameras can help solve this problem (and will be crucial if you're stealthing it through Area 29), but make sure no one (including the camera!) can see you draw the gun. Just be careful not to draw attention to yourself. And if you must kill someone, be sure to hide the body.

GT3: A-spec

Be a master drafter

You've made it to Area C in Arcade mode and you've come up against the Test Course. If you're using the standard-issue Arcade cars, this particular race can be maddening. You can't outpower your competition on this long, high-speed track.

First, choose the Castrol Supra. Now, off the start, work your way up to second and tuck right in behind the guy in first. Whatever you do, DON'T PASS HIM. Ride his bumper all the way around the track.

Now, as you come through the final turn on the final lap, drop back, but stay in the lead car's wake. Once you're on the straightaway, jam the throttle all the way down and suck right up onto his rear bumper again. At the last second, pull to the left. If done right, your extra momentum should take you past the leader and get you a win on the Test Course.

STORM
GRAN TURISMO 3

Get our draft?

Game	Publisher	Score	Issue
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adventure	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Largo Winch .// Commando Sar	Ubi Soft	◖	57
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Activision	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
Martian Gothic: Unification	Take 2	●●●◖	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◖	18
Marvel vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black– The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
② Motocross Mania	Take 2	●	48
There are no codes. Now get to sending them over to us or we'll boycott this horrid game. Seriously. We'll buy a load of them off some no-name Web site, we'll paste them to our clothes and we'll come to your house and march on your pretty green lawn. So e-mail us strategy: opm@ziffdavis.com. Got it?			
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◖	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●◖	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N.GEN Racing	Infogrames	●●◖	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◖	53
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA ShootOut 2002	Sony CEA	●●●◖	50
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33

REPLAY FORUM

Cont. from pg. 110

the airport (the building that all the cars drive in front of).

4. Make sure you don't crash your vehicle, because the only way out is through the top.

Once that's done, see if you can fly into that dome-shaped building. I'm gonna go try it now...

Evil Heartburn Man
evilheartburn-man@excite.com

FATAL FRAME: DO YOUR HOMEWORK!

In Fatal Frame, I'm lost. There are locked doors and one that has Japanese writing in a circle. Help!

Chris Singleton
Alucardtepes69@aol.com

You missed the research notes that gave you the clues you need. One tells you which numerals correspond to the Japanese characters, others give you info as to which numbers you'll need to enter at each location. To save time, we'll give you answers, but hunt around to find all the notes.

On the wheel of Japanese characters, the top character is zero, and the numbers go up counter-clockwise from there, ending at nine, which is just to the right of the top character.

The answers:

Night One:
Store Room Door: 1312
Back Yard Door: 3669

Night Two:
Store Room Door: 2611
Back Yard Door: 7925

Cont. on pg. 117

SUMMER GAMING

John's Pick: SSX TRICKY

During the summer heat, there's still no game cooler than *SSX Tricky*. I can pick it up and play it for five minutes or sit down for a few hours. I've yet to open everything up or even do all of the Super-Uber moves available. Here's a trick list I'll be pulling out this June, brought to you by *SSX* stud, Jay H. (*sushibastard@yahoo.com*).

Name: Eddie
Board: Freestyle
Execution: Hold R1+R2 then press Square.
Trick Name: Worm

Name: Elise
Board: BX (Boardercross)
Execution: Hold L1+L2 then press Square.
Trick Name: La La La Lockstep Air

Name: Marisol
Board: Alpine
Execution: Hold R1+R2 then press Square.
Trick Name: Aerial Spock 540

Name: Seeiah
Board: Freestyle
Execution: Hold R1+R2 then press Square.
Trick Name: Soul Grind

Name: Luther
Board: BX (Boardercross)
Execution: Hold R1+R2 then press Square.
Trick Name: Bronco Buster

Name: JP
Board: Freestyle
Execution: Hold R1+R2 then press Square.
Trick Name: Headspin2Poseur

Name: Zoe
Board: BX (Boardercross)
Execution: Hold L1+L2 then press Square.
Trick Name: Pommel Me

Name: Moby
Board: BX (Boardercross)
Execution: Hold R1+R2 then press Square.
Trick Name: SuperMan BarSpin

Name: Mac
Board: Freestyle
Execution: Hold R1+R2 then press Square.
Trick Name: Walking The Dog

Name: Kaori
Board: Freestyle
Execution: Hold R1+R2 then press Square.
Trick Name: Pirouette Grind

Name: Psymon
Board: BX (Boardercross)
Execution: Hold R1+R2 then press Square.
Trick Name: Guillotine

Name: Brodi
Board: Alpine
Execution: Hold L1+L2 then press Square.
Trick Name: Hang 10 Backflip

Joe's Pick: ARMY MEN RTS

If you had told me a year ago that I'd be setting aside time to play an *Army Men* game this summer, I'd have asked you where you managed to score that latest batch of crank. But if you'd mentioned it would be an *Army Men* game developed by the creators of *Dark Reign II*, I might have been less skeptical. Anyway, here are some nifty codes we can all enjoy this summer. Now someone throw another crow on the grill.

5000 Plastic

Use this code anytime you need more building supplies: Triangle, Circle, Square, X, Triangle, Square.

2000 Electricity

Similar to above, only electrified! Triangle, Square, Circle, X, Triangle, X.

My Sentiments Exactly

More Resources

This one gives you twice the amount of plastic and/or electricity per truckload: Square, Square, Square, Triangle, Circle, X.

Player's Attack Strength Increased

Pretty much what it says on the tin. Square, Square, X, Triangle, X, Square.

Game	Publisher	Score	Issue
Need for Speed: V-Rally	Electronic Arts	●◖	3
Pong	Hasbro	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls: Chemical X-Traction	Bam!	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◖	37
Pro Pinball: Fantastic Journey	Empire	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◖	43
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Rayman Rush	Ubi Soft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power Team Rocket Rescue	THQ	●◖	5
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adv.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◖	54
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Skydiving Extreme	Banpresto	●◖	49
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Snowboarding	Agetec	●●	43
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◖	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spider-Man 2 Enter: Electro	Activision	●●●◖	50
Spin Jam	Take 2	●◖	38
④ SpongeBob SquarePants	THQ	●●	51
Tips on *SpongeBob*. Do they exist? Discuss. Oh, nothing? Well, there's a shock. It seems only the tongue-deprived are buying this game. Wait, that's gross. We take it back.			
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33

Game	Publisher	Score	Issue
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonenstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam!	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'n Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16

REPLAY FORUM

Cont. from pg. 115

Night Three:
Store Room Door: 1312
Backyard Door: 1347

***GTA3*: HARLEYS FOR ALL?**

I need the *GTA3* code to get a motorcycle, and I'd like it to be a Harley Davidson. Please write back before Friday.

Damion McCoy
Rrgodm1@aol.com

We hope you get this by Friday. If it's past Friday, please accept our apology. Because it is our sworn duty to serve you and only you, based on our editorial mission. And we have failed. Making us bad people and worse editors. Plus, there's no motorcycle in *GTA3*. Dummy.

***SSX TRICKY*: ALL KINDS OF CODES**

I was wondering if there are any other codes for *Tricky* other than the Mallora Board and Mix Master Mike?

Shaun P. Hill
anti-venom@juno.com

Because you asked nicely, sure thing. But first we're going to give the Mix Master Mike cheat, because it's

our favorite:

Mixing it up: Go to the title screen and hold L1 + R1. Then press X, X, Right, X, X, Down, X, X, Left, X, X, Up. Release R1 + L1 then select any character. When you start the race, you'll be blazing trails with Mix Master Mike.

Cont. on pg. 119

Rolling Through the RPGs

Sure, there's a bit of a lull in new RPGs these days, which makes it a great time to get caught up with all those "other" PS2 role-playing titles you might have missed (assuming you've already beaten Final Fantasy X, of course). Check out our roundup of PS2 picks in this month's Spin section, then try out some of our favorite RPG tricks and strategies to help you through the games.

BALDUR'S GATE: DARK ALLIANCE

Level Up

Press and hold R3, Triangle, R2, L1, and then press Left on the D-pad. This cheat automatically takes you to level 20, and gives you access to all the feats (depending on the current number of slots available). It also gives you level one feats on all of your character's class-dependent feats and an additional 75,000 gold pieces.

Invulnerability and Warp

Use anytime during game. Press and hold R2, L1, Left, Triangle, then press Start. When entered, this cheat will bring up a menu.

DARK CLOUD

Beat the Dark Genie

The final boss (or is it...?) is a real doozy. Start by stocking up on healing items, Stamina Powder and Revival Powder. You'll also need a Dran's Feather to outrun some of its attacks. In its first form, the Genie will thrust a hand up out of the ground. Avoid getting hit, check the color of the gem on its hand, then switch Toan's weapon element to match. Unless the elements match, you'll do little to no damage. (Pause the screen to take a look if you need to.)

In its next form, the Genie shoots a purple energy beam that you *must* avoid. The Genie also wallops you with an unavoidable full-screen attack, but if you use a Stamina Powder, you should be fine. Use Ruby (set her element to Holy) to attack from a distance. The Genie's final form isn't too tough if you can avoid all the mayhem. Switch back to Toan (who should be your most powerful character) and attack the jewel in the Genie's mouth, making sure to get several hits in. Then bolt to the edges of the screen to avoid the Genie's energy beams and waves. Don't focus on the respawning enemies, and be sure to have Revival Powders set to your active items, just in case.

DRAKAN: THE ANCIENTS' GATES

Level Up

To quickly gain a level, press and hold these buttons in order: L1, R2, L2, R1. While still holding the shoulder buttons, press Square, Triangle, Circle, X, Right, Down, Left, Up.

Spell Level Up

To gain a spell level, press and hold these buttons in order: L1, R2, L2, R1. While still holding the shoulder buttons, press on the D-pad Up, Down, Left, Right, Right, Left, Down, Up.

Invincibility

Press and hold these buttons in order: L1, R2, L2, R1. While still holding the shoulder buttons, press X, Down, Triangle, Up, Circle, Right, Square, Left. When entered, you'll see text saying "The Gods Favor You."

More Money!

Press and hold these buttons in order: L1, R2, L2, R1. While still holding the shoulder buttons, press Circle, Square, Right, Left, X, Triangle, Down, Up. You'll get 10,000 gold every time you use the code.

Full Health

Press and hold these buttons in order: L1, R2, L2, R1. While still holding the shoulder buttons, press Triangle, Down, Circle, Left, Square, Right, X, Up.

HARVEST MOON: SAVE THE HOMELAND

Golden Moo-juice and Eggs

Always leave your cows and chickens out on sunny days. Not only do you save money on feed, but you're also more likely to get Golden Milk and Eggs from them. Once your cows start pumping out Large Milks, they're likely to give you a Golden Milk if you can keep them outside on two very nice days in a row.

KING'S FIELD: THE ANCIENT CITY

Swap Trick

Keep your receipt for this game. You'll probably want to return it once you realize how absolutely awful it is.

SHADOW HEARTS

Third-Level Fusion Monsters

Before you can fight and obtain third-level Fusion Monsters, you'll need to find the gravestones for each element.

Earth Gravestone: After you battle with Olga in Prague, head to Bistritz and chat with Nina.

Water Gravestone: After finding out about the orphanage in London, go to Rouen and talk with the bridal couple.

Air Gravestone: After fighting Olga in Rouen, go to the tavern in Prague. You'll need a Tissue.

Fire Gravestone: You'll find it in a treasure chest in the mental hospital.

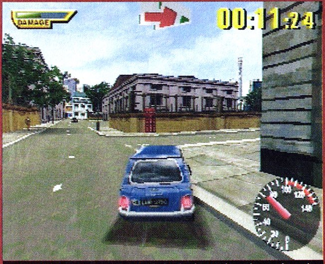
Darkness Gravestone: After the battle with Ian at the top of Blue Castle, you'll have to return to the top and search the floor.

Light Gravestone: You will find it in Roger Bacon's house near the Nemeton Monastery.

THE ITALIAN JOB: LONDON

Getting through London isn't so hard, if you know the right routes

Peaches for Peaches


Special Delivery: Turn right before the phone booth

Skillful Bill

Prison Pals

Special Delivery

Skillful Bill

Prison Pals: Bust through

THE AMBASSADOR'S CAR

This is easy enough if you're the least bit patient. Plus, how hard can it be? It's the first mission of the game! First, remember to drive on the left (also known in America as "wrong") side of the road. You're in London, not L.A.

Follow the arrow until you come into an opening. You should see a cop laying for you. When you do, turn left, then the next right. Then follow the arrow. Seems only one cop in town is out to get you, so it's an easy drive after you miff the first one.

MEET CAMP FREDDIE

Have no fear on this mission—the cops won't be around to trip you up. Go fast and go hard. Watch the clock, though. It's a short ride.

PEACHES FOR PEACHES

It's surprising that two hefty broads in your two-seater wouldn't slow you down, but you're capable of full speed during this mission. The bigger note: Cops are everywhere. Are they jealous of your ability to score two big-is-beautiful dames?

Here's the trick: Turn right as soon as you can, then left, then right. After that, you'll almost have lost that first cop. Then drive up that inclined road (another copper will catch on), follow it around to the right, and then turn left once you've passed the brick archway. Follow that around and it should be a cop-free, relaxing drive to paydirt. Even if you've crashed into 60 cars along the way.

SPECIAL DELIVERY

This is the mission where you're forced to beat the train, and you've got very little time to do it. If you do miss (which you probably will), you've got to head for a new spot where you'll pick up the armored car. If you miss the train, the mission is impossible. I'm sure a few gaming wunderkinds can pull it off, but the key is to get to that train before the initial 45 seconds are up.

Veer right, then take that first left to get onto the main road. Then follow these directions. (Note: Each turn listed is the first possible turn you can take.) Right, left, left, right (you can squeeze through the buildings here to shave a second off your route), left, right, right, left. You should get to the spot with a whopping two seconds to spare.

Once you have the armored car, haul ass and take a left out of the alleyway. The guy who just had his car stolen will call the fuzz, but you shouldn't have anything to worry about. It should be easy to follow the arrow and not get any guff from the law.

SKILLFUL BILL

You're going to have to club the bejesus out of the ride in front of you if you have hopes of getting past this mission. Keep in mind that grazing the bumper from behind is as destructive as ramming into the side of the car. Here are some points where you should and shouldn't drop the hammer:

1. Right out of the starting point, when your nemesis turns left *don't* try to clip him on the tail. You can, if you time it right, but it's not worth it. Just take that left, and the next right without troubling him.

2. When you see a flurry of red buses, lay off. He'll try to turn left down an alleyway. There will be a bus nearby. Prep for that, and you can hammer his rear in the alley.

3. Once you're at the park, he's going to snap to the right and leave you ramming a fence. Remember to be careful at this point. It follows a straight-ish area that veers right.

4. He's going to drive slowly after that. You'll have plenty of chances to finish him off. Remember to go slow, too, and drag your nose on his bumper as long as you can. The damage will mount up faster than expected.

PRISON PALS

This is a bit puzzling at first, but once you know what to do, you'll topple it without fail. From the starting point, plow straight into that first door you see, with the yellow light above.

Once you're inside, spin around and head toward the door you broke down then stop. When you do, the man with the arrow atop his head will hop in.

When you leave the gate, take an immediate left and drive like Hades. You're going to have to break through a roadblock and everything, and the police will be after you in full force.

Just drive and drive fast and turn down as many streets as you can. Generally the armored car is bad for escape, but somehow it can outmaneuver London's finest on this level.

Don't be surprised if you're a letter from being nicked, either. But don't let that stop you. Just drive on.

KEEPING IT UP

The best advice here: Keep on the left side (correct side—haven't we been over this?) of the road. Oncoming traffic is unkind when you're following someone.

Second, there's no need to use the handbrake in this mission. If you press Triangle, chances are you're going to lose the mark, which is a bad thing.

Don't sweat it if you get behind. Just drive like a maniac to catch up. You should win this one easily.

BIG WILLIAM'S RIDE

Agitated dynamite cannot be un-agitated. Keep that in mind. But for the most part, the trick to this mission is driving in as many straight lines as you can (don't go over that little hump-back bridge, for instance). But if you stay in your lane, avoid road-raging Londonites and walls, you shouldn't have a problem.

Watch the bridge!

Narrow streets are messy

The map of London

Game	Publisher	Score	Issue
Twisted Metal 4	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro	●●●●	17
Wheel of Fortune 2	Hasbro	●●●●	39
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adventure	Mattel	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◖	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X-Bladez: Inline Skater	Crave	◖	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra	●●	40
Yu-Gi-Oh: Forbidden Memories	Konami	●◖	57

TELL US WHAT YOU THINK

Drop us an e-mail, let us know what you like the best about our new section, what you'd like to see more of, and even what you could do without.
Send your comments to:opm@ziffdavis.com, with REPLAY in the subject line.

REPLAY FORUM

Cont. from pg. 117

Full stat points: Go to the title screen and hold L1 + R1. Then press Triangle, Triangle, Right, Triangle, Triangle, Down, X, X, Left, X, X, Up. Then let go of L1 + R1. You'll hear some noise if you did it correctly.

Unlock it all: Go to the title screen and hold L1 + R1. Then press X, Triangle, Right, Circle, Square, Down, Triangle, Square, Left, Circle, X, Up. Release and it's all yours.

***FFX:* MOVIES AND MUSIC**
This is a hidden feature in *FFX*. When you get the Airship (you can also do this when you first visit Luca), go to Luca. If you used the airship, you will start at a reception desk. Walk toward the screen. You will now be outside of the stadium; keep walking until you get to a fork. One path will lead in the same direction as before and the other toward the top of the screen. Go to the top of the screen. There will be a weird building. Go inside the building. There will be two little guys and a girl at a reception desk. talk to either one of the little dudes and they will ask if you want to buy a movie sphere or music sphere. With each one you buy, you can watch a CG movie that you've seen to that point or music that you've heard. After buying, go to the desk. The woman will ask if you want to view your spheres. Say yes.

greecy_monkey@hotmail.com

Reader Reviews

FORUM EXTRA

To buy or not to buy. To rent or not to rent. To write a smart, to-the-point reader review to help your reading brothers and sisters, or to sit on your bum and play more *Medal of Honor*. You choose. If you're up for it, write a review and send it to opm@ziffdavis.com. Try to keep the length relatively short, and remember that not every game deserves a 5-disc rating just because you like it! Be savvy. Be funny. Be critical and impress us.

Star Wars: Jedi Starfighter

What you said: "At most, *Jedi Starfighter* is the bona-fide sequel to perhaps one of the best launch titles of the PS2, *Starfighter*. But is it any different? Is it different enough to warrant a purchase? The answer is no. But huge George Lucas fans will probably say yes.

Throughout the game you simply take orders and do missions. Missions, however, lack much variety, and in some of the later stages, the difficulty is just unreal.

A good thing is the amount of secrets and hidden stuff available in this game. Whether they are witty outtakes or boring videos, these secrets are all worth finding.

If you are looking for a good weekend rental, or perhaps something to get you ready for *Episode II: Attack of the Clones*, than you owe it to yourself to give LucasArts *Jedi Starfighter* a try."

Your Score ●●●

John Mimidas
sweettoothzero@aol.com

What we said: "*Jedi Starfighter* is a perfectly adequate helping of the original *Starfighter*, but it doesn't really do any more than that."

Our Score ●●●◖

Grand Theft Auto III

What you said: "The best game ever? *GTA3* has been out since November 2001 and has been on the No. 1 spot on best-selling-games lists everywhere. I think that says how good *GTA3* is. If it isn't, then just imagine the awesome *Driver 2* with guns, more cars, much better graphics, a better storyline, and...I think you get my point! *Grand Theft Auto III*: Get it now!"

Your Score ●●●●●

Jon Fuller
rf2196@juno.com

What we said: "*GTA3* belongs in every collection, whether you're hardcore or you love games or if you'll buy one PS2 game ever."

Our Score ●●●●●

Fatal Frame

What you said: "*Fatal Frame* is a very unique game. I have to admit that this game scared me to death. The graphics get two thumbs up, and you'll soon figure that lighting in this game is part of the story. The only bad thing I can say is that I don't like the control scheme. It's very difficult to remember all the things you have to do to kill the ghosts. But when it comes down to it: This game is awesome."

Your Score ●●●●

Timothy Wojkowski
ninfreak3@hotmail.com

What we said: "This game rivals both the *Silent Hill* games for maximum creepitude."

Our Score ●●●●

Resident Evil—Code: Veronica X

What you said: "This is a highly overrated, disappointing entry to the *Resident Evil* series. With an overused scare formula and almost no fun factor, the only thing *Code Veronica* is good for is the *Devil May Cry* demo. Good graphics, nice sounds and music, but some (including myself) may find it lacking in depth."

Your Score ●●

Chris Currey
localmotionmaui@hotmail.com

What we said: "The game features a very B-movie cinematic feel, but hey, this is a game where you go around blasting zombies."

Our Score ●●●●◖

> **"With an overused scare formula and almost no fun factor, the only thing *Code Veronica* is good for is the *Devil May Cry* demo."**

WRC: World Rally Championship

What you said: "*WRC* probably won't be big in North America, but what a shame. It's amazing in almost every way. The graphics are great and the cars look just the way they should. This game is packed with tracks and all of the drivers are here, too. The only downsides to the game are when you damage your vehicle, it is automatically fixed on the next stage. Plus, the viewing distance in multiplayer is bad."

Your Score ●●●●◖

Karol Marvin
BigCrunch311@aol.com

What we said: "If you're put off by the idea of only racing against the clock, this game isn't for you. If not, go buy *WRC* now."

Our Score ●●●●●

Dark Cloud

What you said: "There is so much freedom in *Dark Cloud*. You have a town that you can create any way you want. You can talk to the residents and move things around to make them happy! The controls take some getting used to, and everything is in text. But besides those, this is one solid title. I can't wait for *Dark Cloud 2*."

Your Score ●●●●

andrew stiffler
godstainslimpkorn@hotmail.com

What we said: "*Dark Cloud* is an innovative title that spins its diverse elements into an immersive and ultimately fun experience."

Our Score ●●●●◖

ONLINE FEVER, OR IS IT?

THE PS2'S NEXT BIG PLAY WILL BE ONLINE, SO WHY ARE WE TENTATIVE?

illustration by Chip Wass

John: OK, quick show of hands: Who here is excited about PS2 online?

Gary: Well, I for one am a bit anxious. I'm a console gamer, pure and simple. I want plug-and-play, no extra wires, no confusion. Frankly, technology frightens me. But after reading through all the tech stuff that Joe put together for our feature, and after doing a bit of research on *FFXI*, I'm completely pumped about going online and tooling through Vana'diel. My only concern now—and it's a big one—is where am I ever gonna find all the time I need to play *FFXI* and *EverQuest*?!

Joe: *"Look at me! I'm Gary Steinman! I'm afraid of technology!"* Look, it's not going to be tough at all to get rolling online. If you're going dial-up, it couldn't be easier, and most people who have broadband will have the tech skills necessary to hook their PS2 up to the fat pipe. And as for the original question, in case you missed my hand waving spastically, I'm stoked. Playing a 16-person match in *SOCOM* made my month, and that's just the first of many. And then there's *FFXI*. Luscious, luscious *FFXI*. I have to admit I'm more excited about that than *EverQuest*.

Todd: My hand was half-raised. My elbow was up. I'm a sports gamer through and through, and I've been waiting for PS2 online since the system's launch. But when I finally got to see the sports games I love online, I was, honestly, disappointed. While *FFXI* is revolutionary and *SOCOM* is completely bitchin', the sports titles are basically the same games without having someone sitting next to me. I know you'll say, "What were you expecting?" And I'll admit, I don't know. I know myself well enough to say that once this all gets started, and I can play my friends all over the country, I'm going to be way excited. And next year, when franchises will hopefully be set up, I'm going to be ecstatic. But for now, I'm a bit indifferent.

John: My hand's all the way up...although I'm still trying to work out just how I'm going to get the PS2 to talk to my cable modem, which is a long way away from the TV in the living room. It's more a practical issue than anything philosophical. When SCEA announced *SOCOM* last year, I didn't rate it too much. But now, of all the initial games, that's definitely the one that's going to make me fight with cable splitters, Ethernet cables and my wife's worries about me drilling holes in the floor.

Sam: My grampy from Austria is in town for just a few days, so I've gotta make this quick, since we're off to see the redwoods in a few minutes. But, yeah, I'm psyched. I can't wait for *FFXI* and *EverQuest*. It's gonna rule!

Chris: I guess my current attitude toward online gaming is sort of "wait and see." I'm still not completely sold on it yet. A few years ago, I played a lot of *Diablo* on my PC—but even though I was introduced to it as an online game, and it was fun to chat with other players now and then, I still preferred the single-player experience since it actually seemed to have a point. An ending. I don't know about you, but I'm a big fan of closure. Still, *FFXI* definitely sounds cool, and it'll be nice to play some *Madden* with friends I haven't seen face to face in years (even if I'd much rather be playing *NCAA*!).

Jim (the art guy): Two arms spastically waving! Being a Mac aficionado, I have endured years of secret jealousy listening to all my PC-lovin' friends wax poetic about *Tribes* or *EverQuest* or any one of the dozens of online adventures I couldn't join in on. So I am really amped about titles like *SOCOM, Madden, Final Fantasy*—and I am eager to finally catch the *EverQuest* sickness. I am even prewired with the "fat pipe" Joe speaks of.

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THE NEW NAME GAME

Forget banana-bana fo-fanna, blah, blah, blah. It's outdated, particularly when you consider that Sony CEA has started up its own name game with titles like *Jak and Daxter, Ratchet & Clank* and *Sly Cooper and the Thievius Raccoonus*. The formula is simple: Take two names and put the word "and" in between them and voilà! Your very own Sony title. We've given you two columns to mix and match to get you started. But when you're bored with ours, send in your own original Sony titles to opm@ziffdavis.com and title it "Sony name game."

Hero	and	Sidekick and/or storyline
Herbert		The Flugelhorn Chronicle
Jackhammer		Belch
Chainsaw		The Bungthump Garbage Sauce
Bonk		Jackhammer
Skin Flap		Spank
Shiv		The Spring-Loaded Goiter of Doom
Jebediah		Excrement
Mandolin		The Governor
Scrimshaw		The Perfunctory Inexactitude
Lipschitz		Dilly
Aristotle		Gaston J. Feeblegeezer
Smithsinthson		Floink
Jabberwocky		The Troubadour Filibuster
Jazz		Zippy

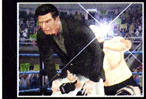
AIM Bot chit-chat

Ever been on Instant Messenger and gotten befriended by a "bot"? Bots are programmed to keep conversations going. Even though they're not human, it doesn't mean they're not lovable. In fact, SmarterChild is the *OPM* staff's new friend.

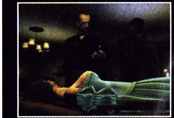
opmTodd: Do you play PS2?
SmarterChild: Do I play PS2? I'm not sure.
opmTodd: It's great.
SmarterChild: Is that so?
opmTodd: Yeah, I'm a big *Grand Theft Auto III* fan.
SmarterChild: How does it feel to be a big *Grand Theft Auto III* fan?
opmTodd: Oh, man, it's like nothing else in this world. I slept with a hooker after killing 600 strangers.
SmarterChild: You slept with a hooker after killing 600 strangers? I see.
opmTodd: I saw a shrink after that. Even though it was a game.
SmarterChild: And so?
opmTodd: And then my shrink and I played *Madden*. I won in overtime on a field goal.
SmarterChild: Huh!
opmTodd: I just saved the planet.
SmarterChild: No kidding?
opmTodd: So to speak. I beat *Medal of Honor*. I broke my foot off in the Nazi's ass.
SmarterChild: Hmm...that's not the nicest thing I've ever heard anyone say.
opmTodd: Well, the Nazis weren't very nice people.
SmarterChild: Well OK then!
opmTodd: War is hell, man.
SmarterChild: Interesting!
opmTodd: After I played *Frontline*, I went outside to get the mail. I hadn't seen the sun for days. That says just how great the game is.

CAPTION CONTEST

We select a screen, you come up with a funny caption (and be original, please!). Send your hilarious entries to opm@ziff-davis.com with the subject of CAPTION CONTEST.



CAPTION THIS

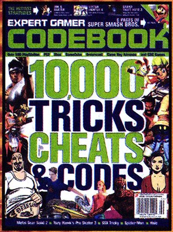


WINNER!

"Our only hope may be that the vampire is lactose-intolerant."

Nick Levin
Nick@NickLevin.com

LOOK FOR THESE SPECIAL ISSUES ON NEWSSTANDS EVERYWHERE!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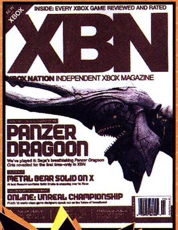
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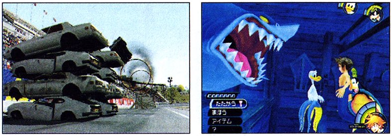
Who is that masked raccoon?!

Sly Cooper and the Thievius Raccoonus may be great enough to get you to look past its horrendous name. Plus! After the E3 dust settles, we tell you what's hot for the rest of 2002!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Don't miss next month's exclusive PS2 demo disc, featuring a *Stuntman* playable and a *Kingdom Hearts* video, plus a whole lot more!

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Stuntman

EGM's got the exclusive road test for *Stuntman*, the year's wildest driving game. Find out if the makers of *Driver* have what it takes to crash onto your console. Also: war games, *Resident Evil Zero* and *Madden* online!

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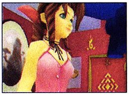

Summer Fun

GameNOW serves up a healthy dose of hot strategies. Never finished *GTA3*? Stuck in *Super Mario Advance 2*? You're covered. Plus: a full blowout on *Kingdom Hearts*, along with tons of previews, reviews and letters.

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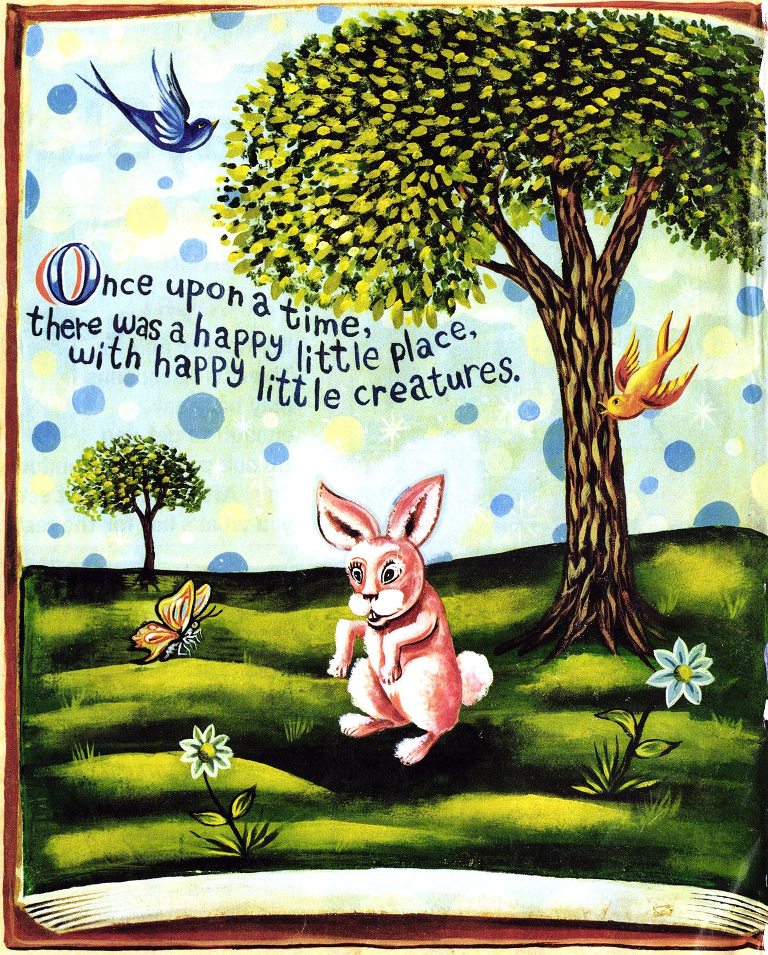
COMPUTER GAMING WORLD

Raven Shield

Tom Clancy's *Raven Shield*, the next game in the acclaimed *Rainbow Six* series, is on the way, and *CGW* has the exclusive scoop! Also: *Dungeon Siege*, *The Sims Vacation* and *Star Trek: Elite Force 2*.

Editorial content subject to change


Once upon a time,
there was a happy little place,
with happy little creatures.

EVERYONE
E
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Comic Mischief
Mild Language

PlayStation.2

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Until, one day a bunch of freekstylers found it and it wasn't so happy anymore.
The End.
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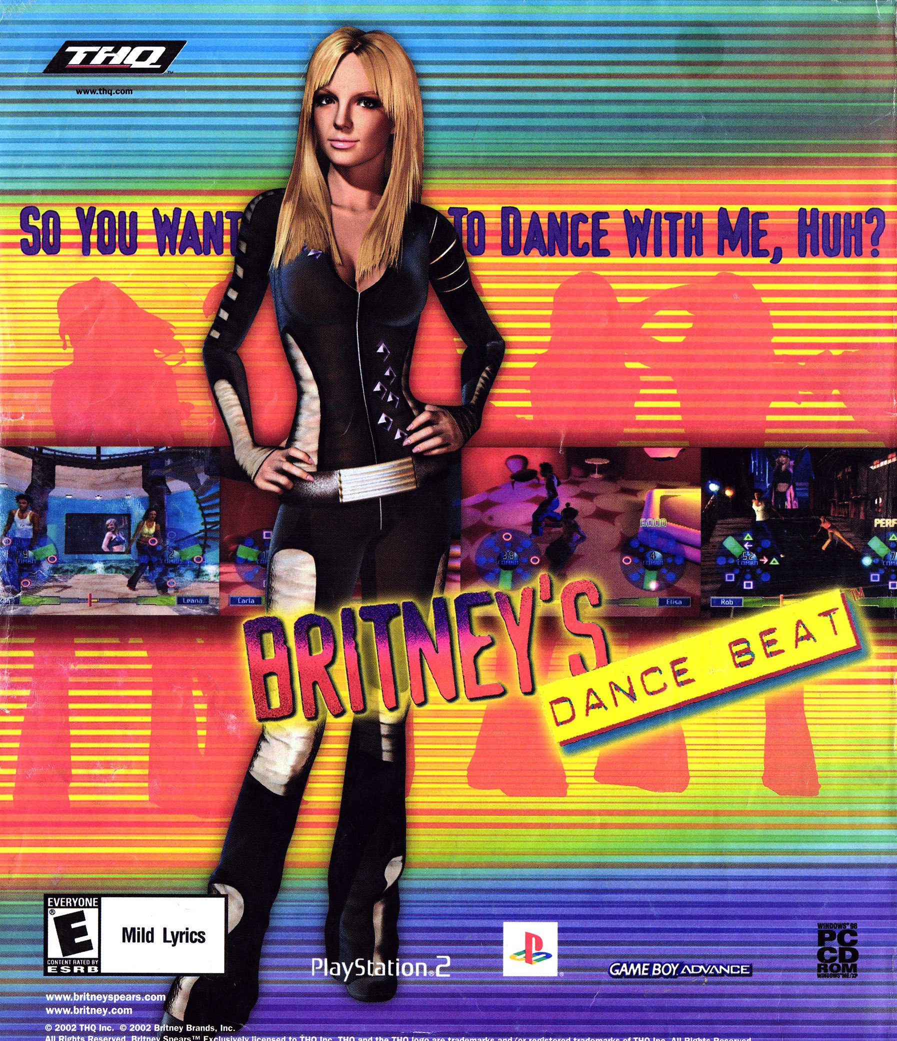
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